

SUPER NES • GENESIS • SEGA CD • PC ENGINE • JAGUAR • 3DO • GAME GEAR

DIEHARD

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 4

TEMPEST 2000

ATARI'S CLASSIC RE-EMERGES
ON THE JAG!

SEGA'S SATURN

FIRST PIC'S INSIDE!

EXCLUSIVE
DYNAMITE HEADDY
TREASURE'S 2ND GAME
IS ON THE WAY

HANDS-ON PREVIEW
VIRTUA RACING
FOR THE GENESIS

GAMEFAN SPORTS
TEE'S OFF WITH
PEBBLE BEACH 3DO

INSIDE THIS ISSUE

SONIC 3

HEIMDALL

MEGA TURRICAN

DOUBLE DRIBBLE

MEGA MAN SOCCER

KING OF DRAGONS

JUNGLE BOOK

G2

\$4.95 US • \$5.95 CANADA

03



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Castlevania

BELMONT

SIMON

ERIC

JOHN

The Plot Thickens.

Konami unearths Castlevania: Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastrly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.



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We still haven't stopped shaking. On Monday, February 17th, I awoke on the other side of my room to the most violent shaking ever imaginable. Our four level townhouse was literally crumbling underneath me. The sounds and uncontrollable force that I heard and felt during those 30+ seconds I will never forget. When the shaking was done, my unit was supported by 1/2 inch of the main beam and was completely detached from the neighboring dwelling. Me, my fiancé and my two dogs made it through. My heart goes out to those that did not. After checking on my family, the first thing that entered my mind was GameFan. Were the guys all right? How was the office? Did the computers survive? And...HOW AM I GONNA GET OUT A MARCH ISSUE?! It took two days to track down all the guys, the computers all survived but our building had been condemned. We finally ended up with half of us working at home, while the writers and production plugged in at our old dungeon behind the Die Hard game store. Eight people in a 10 by 15 foot shaking room (tremors hit constantly) made this issue of GameFan. A few of the games that we announced we would cover last month (RPGs mainly) will have to wait until next month, but we managed to put together an issue that we are very proud of in just under two weeks. The new GameFan offices are even better than the last and we all appreciate life just a little bit more. So, the earthquake was not a total loss. We are back in action and plan to get better and better in the months ahead. You will be noticing subtle changes in each new issue of GameFan as we respond to your letters and deliver on the promise of bringing you the best video game magazine in the US.

After all is said and done, I appreciate this magazine, this industry and all of our readers more than ever. The calls and letters of support poured in this month and it really helped us through a very trying time. We really appreciate it. All of your pay back will be the greatest year of GameFan yet. Believe me, we are full of surprises...See you next month.

Dave Halverson



SPECIAL K KID FANTASTIC TALKO SKID SGT. GAMER MR. GOO THE ENQUIRER E. STORM K. LEE TAKAHARA

DIEHARD

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE



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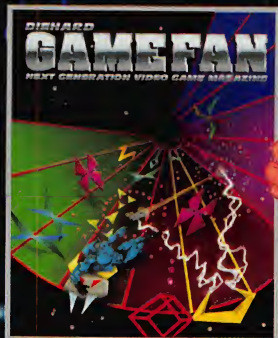
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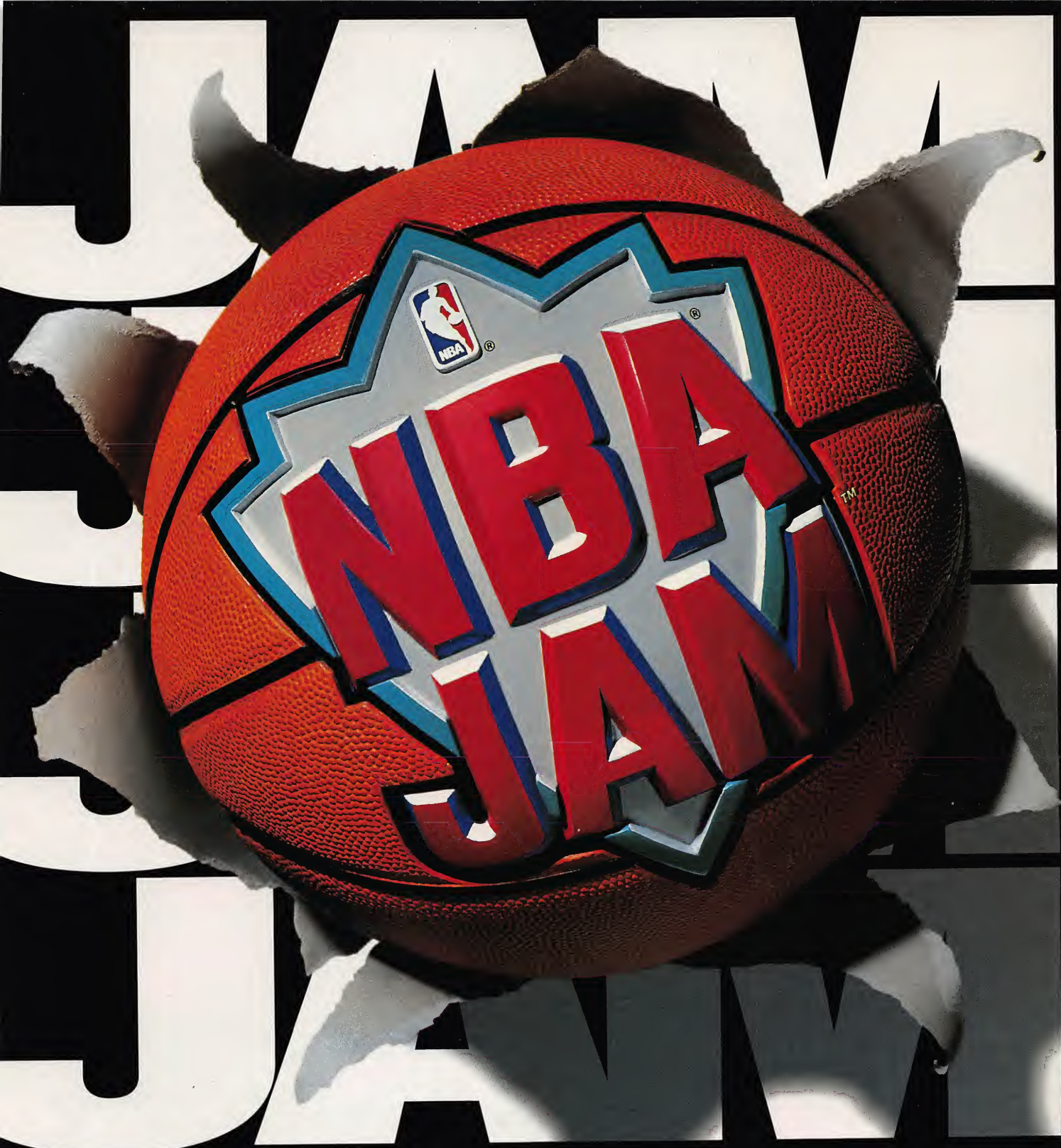
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All Art By:
Terry
Wolfinger



JAM IT HOME MARCH 4TH!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™ GAME GEAR™

Acclaim
entertainment inc.

MIDWAY

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HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

Fatal Fury 2

Fatal Fury 2 Fatal Moves (Super Famicom)
Execute moves when power bar is flashing red (25% Full).



Terry Bogard

↓ ✓ ← ✓ → (B+X)



Andy Bogard

Charge ↓ ↘ → (B+A)



Joe Higashi

→ ← ✓ ↓ ↘ (B+X)



Mai Shiranui

→ ✓ → (B+X)



Big Bear

→ ↘ ↓ ✓ → (B+X)



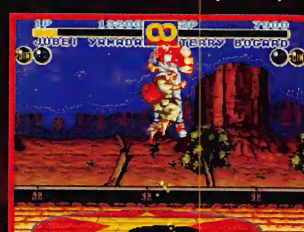
Kim Kap Hwan

↓ ✓ ← ✓ → (B+A)



Cheng Sin Zan

Charge ✓ ↓ → (B+X)



Jubei Yamada

Charge ✓ ↓ ↘ (B+X)

Fatal Fury Special

To use Ryo Sakazaki from Art Of Fighting

Both controllers must be plugged in. Fight your way through without losing a match until you reach Wolfgang Krauser, then when you enter the Dream Match against Ryo Sakazaki make sure to lose. Let time run out on the continue screen, wait for the computer demo. and put in, UP, LEFT, DOWN, RIGHT, UP and A, then, UP, RIGHT, DOWN, LEFT, UP and C on controller 1. You should hear a sound and now you can fight 2 player Vs. with Ryo.



Game Genie Codes:

RoboCop Vs. Terminator (SNES)

DDBE-0D05 Infinite Lives
DD37-C407 Jump Higher
DE60-4460 Normal Pistol does more damage

Dr. Robotniks Mean Bean Machine (Genesis)

B89A-AAH8 Stars on Stage 13
ALNT-AA66 Refugee beans are disabled
C8NT-AAHE Refugee beans come in larger amount

Winter Olympics (Game Gear)

000 5A9 A29 Start on any skill level
7E0 0BD 3B7+ Constant speed gain on luge and bob sleigh
C91 B2D 91D Infinite time on biathlon
00A 02E 19A

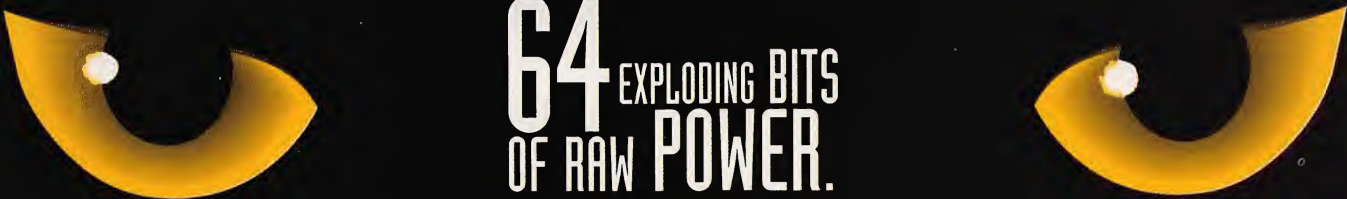
Fatal Fury 2

(Super Famicom)

To choose bosses:

When the Takara title screen comes on and the music starts put in B, A, X, Y, Up, Left, Down, Right, L, and R. You should now here Terry Bogard say "Ok!".





64 EXPLODING BITS
OF RAW POWER.

16.7 MILLION
BRAIN BURNING COLORS.

AND 3-D GRAPHICS REAL ENOUGH TO
MAKE YOU **BLOW CHUNKS.**



**YOU'VE BEEN
WARNED.**

THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

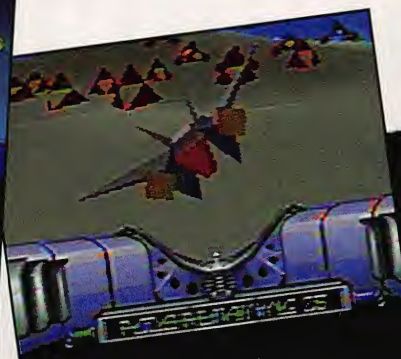
We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your



way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"
— Diehard Game Fan

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriphon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

FIRE GOOD.
LOSING BAD.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



JAGUAR™ 64-BIT.

THE MOST POWERFUL
HOME VIDEO GAME SYSTEM
EVER INVENTED.

"Perfect"
—Electronic Gaming Monthly

MILITANT ALIENS.

You can't live with 'em.
You can't play without 'em.

RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

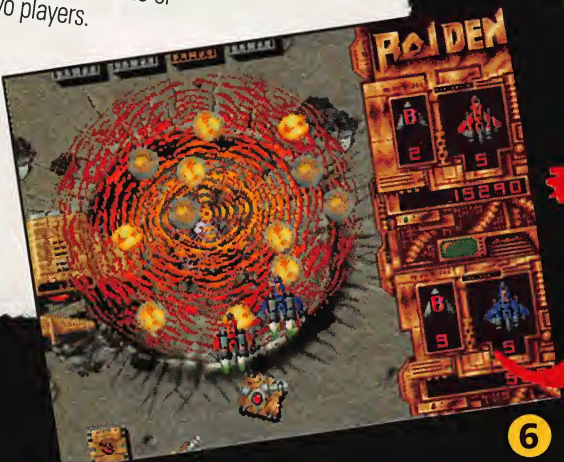
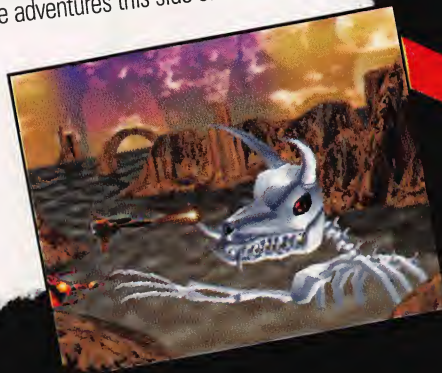
THE NAME IS McFUR. TREVOR McFUR.

TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T

GET BIT.™

INTERACTIVE MULTIMEDIA SYSTEM

COMING SOON FOR JAGUAR.

CHECKERED FLAG II™

Jaguar hits its peak with real-time, 3-D action in this sweaty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.



ALIEN VS. PREDATOR™

This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien; the Predator, with sophisticated weaponry and infrared night vision; or the Marine Corporal armed with piles of ammo and superior military combat computer skills.



CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.



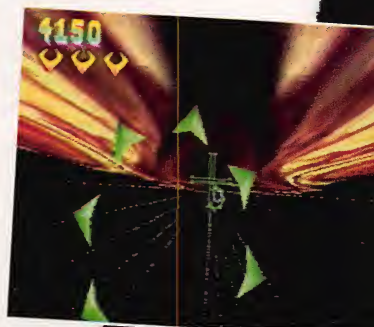
AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

"CES Game of the Show"
—Electronic Games

TEMPEST 2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.



For game tips and hints, call 1-900-737-ATARI. 95¢ per minute.
If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required. USA only.

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MADE IN THE USA

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Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

- 1 **SF 2** (GEN)
- 2 **Mortal Kombat** (GEN)
- 3 **SF 2** (SNES)
- 4 **Eternal Champions** (GEN)
- 5 **Mortal Kombat** (SNES)
- 6 **Samurai Shodown** (GEO)
- 7 **Starfox** (SNES)
- 8 **Aladdin** (GEN)
- 9 **Tournament Fighters** (SNES)
- 10 **Gunstar Heroes** (GEN)

MOST WANTED

- 1 **Mortal Kombat 2** (GEN)
- 2 **NBA Jam** (SNES)
- 3 **Castlevania Bloodlines** (GEN)
- 4 **Super SF 2'** (GEN or SNES)
- 5 **Streets of Rage 3** (GEN)
- 6 **Mortal Kombat** (SCD)
- 7 **Virtua Racing** (GEN)
- 8 **Mortal Kombat 2** (SNES)
- 9 **Brutal** (SCD)
- 10 **NBA Jam** (GEN)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Wes Keaton of Evanston, IL • **Second Prize:** Benjamin Johnson of Tallahassee, FL

Third Prize: Thomas Diehl of Navasota, TX

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

CLEARLY, SOMETHING HAS STARTLED MR. COW,
AND IT AIN'T A PAIR OF COLD HANDS.



YOU GOT A VILLAGE.

FARMS. HUTS. KNIGHTS. PEOPLE TO
BOSS AROUND. AND A COW.

LIFE IS GOOD. BUT THEN YOU GET THESE VISITORS.
THEY'RE FAT. THEY DROOL, BURP, AND SMELL LIKE AN
OUTHOUSE. THEY COME IN HORDES, EATING YOUR 3D
TEXTURE-MAPPED HUTS, TREES, WOMEN, CHILDREN, AND
WORST OF ALL, YOUR COW. YOU TRY TO TRASH THEM



WITH YOUR SWORD, BUT IT AIN'T EASY
AND THEIR GUTS GET ALL OVER YOU
LIFE STARTS TO SUCK. YOU'VE MET

"THE HORDE", MY FRIEND. AN ORIGINAL GAME WITH CD-QUALITY LIVE
ACTION VIDEO, DIGITIZED MUSIC AND DISGUSTING EATING SOUNDS. AND A
CAST OF ACTORS WHO CAN ACTUALLY ACT; LIKE
KIRK CAMERON AND MICHAEL GREGORY.
YOU BUILD WALLS, MOATS, AND DEATH



PITS. AND YOU HIRE AN ARCHER TO HELP FEND THEM OFF. AGAIN THE
HORDE ATTACKS. YOU SAVE THE COW, BUT THEY EAT YOUR HUT, YOUR

THE HORDE™



CORN CROP, AND THAT GIRL NEXT DOOR YOU HAD YOUR EYE ON.

NOW LIFE REALLY SUCKS. AND IT AIN'T ABOUT
TO GET ANY EASIER. THE EVIL HORDLINGS
GROW BIGGER, FASTER, EVEN SMARTER.

(AND YOU HAVEN'T EVEN MET THE EVIL CHANCELLOR YET.)

DEAR READER, WE PRAY YOU'RE THE SORT WHO LEARNS
QUICKLY. 'CAUSE THIS STUFF'S

CRYSTAL DYNAMICS™

HAPPENING ON 32 BITS. ENJOY, MY FRIEND. AND GOOD LUCK.

IBM® PC
PC-CD
& 3DO™



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We want to hear your Viewpoints! Just write a review 70 words or less on a new release for the SNES, Genesis, Sega CD, Neo Geo or 3DO, and send it in! We'll print one winner per month and send you the Viewpoint game of your choice! .. Be honest!

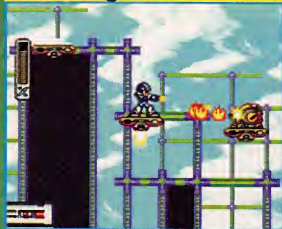
VIEWPOINT

Honesty is our only excuse!

GAME OF THE MONTH
TEMPEST 2000



Mega Man X



This month's winner!

92% While Megaman X retains the gameplay of its popular predecessors, it expands upon it, making this the best version ever. Capcom puts the 12 Meg to good use on the graphics and the sound's not bad either. Don't expect the length or difficulty of the NES versions, though you can expect a solid fun game - if you don't mind a little slow down. Where'd Rush go?

- Peter Philiole Merrill, WI



SKID'S PICK

TEMPEST!



SGT. GAMER'S PICK

Madden 3DO is at the top of my list this month. I have been playing it non-stop since we got it in the shop and I don't plan on quitting anytime soon. Absolutely the BEST and exactly what gaming is all about.



K. LEE'S PICK

After playing Sonic 3 (and loving every second of it) I thought that it was a shoe-in for game of the month, then from out of the heavens came TEMPEST 2000. This is a game that gets you fully pumped up with intense music, intense graphics, intense shooting action and.....did I mention that this game has a lot of intensity. wow



BRODY'S PICK

My pick this month's gotta be Tempest 2000! Atari has taken a once great game and made it better. Not only do I get the original arcade classic that brings back fond memories, but I also get an all new next generation version that truly kicks butt with rad techno and 24 bit color.

RATED BY:

SKID

SGT. GAMER

K. LEE

BRODY

ART OF FIGHTING - TAKARA - 16 MEG - 1-2 PLAYER - SEE REVIEW PG. 46



92% Art of Fighting is the second best fighting game I have played on the Mega Drive, right behind Street Fighter. I actually prefer the awesome line scrolls to the zooming feature, now that I have played this version. Huge detailed sprites, great color and pinpoint control make this a great fighting game. Only the sound effects could have been better.

77% I liked Art of Fighting on the Neo Geo. The Genesis version is merely OK (bear in mind I do not play or like fighting games). The sound, and music are rough and, without the graphic candy that made the Geo version, it ends up being just another fighter. If you're a fighting fanatic, then you're going to buy this game...I'll pass.

94% This is the best conversion yet of Art Of Fighting. Where as the SNES version was a round-about, Nutrasweet simulation of the Neo Geo classic, this Sega version is closer to the real deal. Granted, no version (this one included) is a true match to the arcade AOF, but this one does offer most of the playability and fun of the Neo Geo game. Add in cool music and great graphics and you've got a solid beat-em-up for the Genesis.

97% It's amazing to see what Sega can pull off when translating a 102 Meg title into a 16 Meg cartridge. At a glance, this game looks and plays almost exactly like the Geo version, including all of the color and the huge characters. The only things missing are the scaling (which is made up for by line scrolls) and the near CD quality music...small sacrifices to pay when you think of the price difference between a Genesis and a Neo Geo. If you're into fighting games and can't afford the high cost of a Neo Geo, Art of Fighting on the Mega Drive is the next best thing. Let's hope for a US release soon.

DOUBLE DRIBBLE - KONAMI - 16 MEG - 1-8 PLAYER - SEE REVIEW PG. 36



89% Konami has finally produced a 16 Meg basketball game. You won't get any Boom Shaka Laka, but you do get one heck of a great arcade basketball game. Konami's trademark characters never looked better and the detail in the graphics is second to none. The game is best when played head to head but the eight player feature must be experienced. In the Vs. computer mode the computer steals too much. So, pick a fast team and stick to the outside. Bottom line, I like it!!

81% Hyper Dunk is a fairly accurate name for this five-on-five, NBA Jam style game. As a one player title, it really doesn't amount to much. But, when you play with two or more players (the game supports up to eight), DD really comes alive and gives you a body bashing, rim bending good time. Double Dribble plays well and becomes one of the better arcade basketball games when you get together with your friends.

86% If there's one thing that almost all Konami games have in common, it's their fun factor, which is excellent. I don't care about stats that are as long as a democratic convention or enough NBA credits to pay for Troy Aikman's salary. If I'm having fun, I'm cool. Double Dribble provides much fun plus huge, weighty characters, an unusual play perspective and an 8 player option that's more entertaining than qualifying for the Olympic Ice skating team.

85% Konami quality once again shines through in Double Dribble Playoff Edition for the Genesis. This game plays more like an arcade game than a sports simulation which suits me just fine! The characters are huge and drawn extremely well and up to eight people can play at once with the use of two four player taps. DD controls perfectly and the computer opponents are challenging enough to keep even Talko at bay. Now all I need is my Genesis Blades of Steel. With Konami, anything's possible.

MEGA TURRICAN - DATA EAST - 8 MEG - 1PLAYER - SEE REVIEW PG. 41



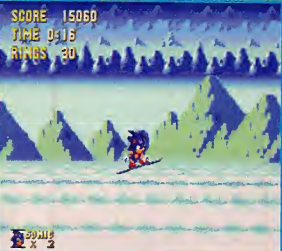
90% I am slowly beginning to like this Turrican guy. OK, so he did some bad games in the past. This is a very good game. The only thing that keeps it from greatness is the fact that the character is a bit worn. Turrican has been in more than one tall waggon. The music in this game is fantastic and some of the special effects are mind boggling. These programmers have serious talent. The use of the grappling hook is a great play mechanic and the game has a ton of diversity. An excellent game!

88% I never dreamed that the Genesis version of Turrican could be better than the SNES game...but it is. With absolutely beautiful backgrounds, great music and Action/Platform gaming that will challenge even the most experienced gamer, Mega Turrican is an instant classic and a great addition to the Genesis library. Data East continues to punch out impressive titles for the Genesis and MT represents the best that their catalogue has to offer.

90% I loved Super Turrican for the SNES but Mega Turrican is even better. The music is similar to the SNES version but, other than that, Mega Turrican is all new. The levels are more detailed, not only in the area of graphics but also in their layout (they are not as straightforward or as simple, so sharpen your hunting skills). The animation and control of the main character is classic Turrican so devotees (like me) need not worry. The legend grows.

90% Before you play this game, drop any preconceptions of what Turrican was like in the past. This ain't no Amiga version...no way baby! We're talking totally new and totally different, only the character is the same. This game is crammed with special effects, including scaling and rotation, that you wouldn't think possible on the Genesis and huge levels, filled with hidden rooms and power-ups. Mega Turrican is extremely well done. Data East should pat themselves on the back for releasing this awesome title.

SONIC - SEGA - 16 MEG - 1-2 PLAYER - SEE REVIEW PG. 30-32



90% The only thing that remains the same in Sonic 3 is Sonic and Tails. What I thought would be more of the same has turned out to be a totally new and unique game of Sonic. From the graphics to the gameplay, it's a whole new game. Although the levels are longer, there are less of them. So, it is bigger but it's not longer. With the addition of a GOOD second game and the massive amount of terrain to explore, S3 is a great sequel. I still like the import CD version better, but Sonic 3 ranks a close second.

93% You really can't argue with the design and quality of Sonic 3. Sonic 3 is more of the same...but bigger and better, that's hard to beat. I must admit that I was looking forward to newer challenges for the blue bullet, but I'll take a quality game like this any day. With 16 Meg, long, complex levels and a battery save feature, Sonic 3 will keep you entertained for some time...Another victory for Sega in 1994.

92% As with all the other Sonic action games, Sonic 3 possesses that high gloss polish and attention to detail that all legendary games have. The fact that Sonic 3 contains fantastic music, perfect (and totally unique) play mechanics, awesome graphics and a high level of re-playability will surely come as a surprise to no one. What is unexpected, however, is an overall quality that rivals the legendary Mega CD version and the uncanny ability to get players lost in its long levels. I need a compass.

94% Sega has managed to do it again; release yet another Sonic sequel that actually outdoes the last! Sonic 3 has more animation, longer and more expansive levels, new special spin attacks and a save feature so you don't have to call in sick just to beat the game. I've loved every Sonic since the first and part three is no exception. Here's to another amazing effort, it's games like this that are going to make Sega hard to beat in '94 and beyond.

BATTLEMANIA - VIC TOKAI - 16 MEG - 1 PLAYER - SEE REVIEW PG. 44



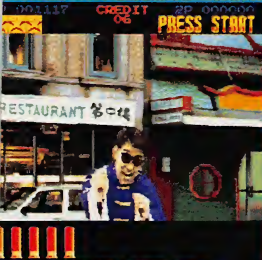
69% Even though this game has great graphics, I don't like the characters or the enemies in the game at all. The whole thing is just to kooky for me. The only way a side scrolling shooter is going to turn my head is if it is big on special effects, has a pumping soundtrack and phenomenally drawn and detailed graphics. The game I just described is Thunder Force Four, the undisputed champion of the Side scrolling shooter. This is just a lot of mushy goo.

75% I'm afraid there won't be much consumer interest in Battlemania. Although the game is well done, the female characters, odd intermissions and general Japanese feel will make it inaccessible to the average gamer. As a shooter, it's pretty much standard stuff, although it does have a nice combination of vertical and horizontal play and the scrolling has a strong 3D feel to it.

70% Although Battlemania takes good advantage of the Mega Drive's capabilities with great graphics, loads of scrolls, and a great soundtrack, this shooter falls short in originality and addictability. Once I played BM all the way through I had no desire to return. In 1994 it's going to take a lot for a side scroll shooter to capture my interest.

82% Vic Tokai's latest release is a follow up to the sleeper hit Trouble Shooter. This Mega Drive cartridge is filled with multi layered, horizontal and vertical scrolling backgrounds, big characters and colorful graphics. With awesome music that gets your heart pumping and challenging game play that will keep even the most seasoned shooting fanatics occupied for hours, Battlemania is a great shooter (a dying breed) and a worthy sequel.

LETHAL ENFORCERS - KONAMI - 16 MEG - 1-2 PLAYER - SEE REVIEW PG. 61



70% This is the best version of a game that I am not crazy about. The digitization is excellent, as is the music and overall presentation of the game. If you like the arcade game, you will not be disappointed. The SNES version is the best yet. I just need more play mechanics than shooting at a screen to like a game. If I'm not holding a controller, then I'm not playing.

81% Lethal Enforcers on SNES is as good as the Sega CD version and, in some ways (namely color), it's graphically better. I am not a big fan of these "ducks in a row" shooters, but Lethal Enforcers is definitely one of the best in its class. Konami has done their typically superior job in bringing this quarter eater home and fans of the arcade game will want to add this one to their collections.

77% Konami does it again. Although they didn't do quite the job on the Nintendo system as they did on the Sega systems, this is still a good arcade to home translation. The digitized graphics are much better here than on the Sega version and the sound and music are also much better. In the important area of play control, this version does come up slightly short of the other versions because of its slower reactions. Still, this is a decent rendition of Lethal Enforcers.

70% Lethal Enforcers falls into the category of point and shoot games which, in all honesty, I'm not a big fan of. As far as the game goes, it comes pretty close to the arcade version and there's plenty to shoot at. Plus, with the inclusion of the Justifier (the Konami light gun), you get an added bonus. So don't bother digging through the closet for your Super Scope. The digitized characters are crisp and clean and you can interact with the backgrounds, like blowing out tires or shooting out windows. As usual, Konami has done an excellent job and Lethal should provide most gamers with all the shooting action they can handle.

NINJA WARRIORS - TAITO - 16 MEG - 1 PLAYER - SEE REVIEW PG. 54



87% Taito has broken the graphics barrier with this one and created one of the best arcade action games yet for the SNES. Although the game is your basic side scroll, the characters in this game come to the rescue with some of the coolest play mechanics ever for this type of game. Honestly, they could release this game as is in the arcades and it would be better than half the stuff there. Great work.

86% Ninja Warriors looks a lot like a Neo Geo game. The graphics and sound are fantastic and the side scroll action is the best since Final Fight. I particularly like the power meter system and the game requires that your side to side movement and reflexes are up to speed in order to succeed in the game. This is definitely Taito's best game to date on any system and an excellent new entry into the now classic series.

93% Well, it seems as though the programmers at Taito have outdone themselves this time around because Ninja Warriors is a beaut. I've said it before and I'll say it again, Ninja Warriors brings the arcade experience home. From the smooth as silk animation and the jammin' tunes to the colorful graphics and the intuitive play control, NW provides that magic arcade feeling as if it was a matter of course. Way cool.

92% Taito has done the seemingly impossible, made by all accounts what should be an arcade game, and ported it onto the SNES. Ninja Warriors is so good that I keep looking for the quarter slot every time I play! Everything from the graphics, which are loaded with color, to the music spells outstanding and the characters animate and control like a dream. For these types of side scrolling action games, there has to be enough quality and gameplay to make you want to keep coming back and Ninja Warriors pulls it off. Excellent!

TWIN BEE - KONAMI - 8 MEG - 1-2 PLAYER - SEE REVIEW PG. 64-65



90% Twin Bee is a great side scroller. It has enough play mechanics for two games, excellent graphics and great music. It has many similarities to Sonic, such as the re-occurring bad guy and, at the same time, totally breaks the mold in this genre with the addition of flight. Although many will reject it because of its Japanese edge, I feel that it would (or will) still do well here, if marketed correctly. Konami can start by changing the name...Twin Bee??

84% Not my kind of game, but I can appreciate the quality and uniqueness of the product. Twin Bee offers a different twist on the standard action game, with unique play in a fantasy world and awesome pastel graphics. The action is excellent and the game will be a must buy for fans of the series. I prefer action games more along the lines of Alien 3 and Terminator, but Twin Bee is a good, quality product.

89% It's been a long time since I've seen a quality Mario style action game, so, of course, Konami comes to the rescue. The graphics are fantastically colorful and detailed and the music is very cute. My favorite part about Twin Bee is its personality: all of the main characters have their own separate personalities, all of the enemies are very individualistic, and the whole game has an almost innocent feel to it. Great game.

92% Where does Konami find all the time to program such awesome games? The original Twin Bee was a popular arcade shooter that's been done on the PC Engine and Super Famicom. Now Konami has taken the characters and theme of the shooter and turned it into an incredible side scrolling action game. This 8 Meg cartridge is filled with colorful graphics and personality and the levels are huge with no time limit. You're free to explore all you want. Great Konami games like Twin Bee and Gemon 2 should be considered for release here in the US and would definitely add excitement to the list of hum-drum titles hitting the market lately for the SNES.

WOLFENSTEIN 3D - IMAGINEER - 8 MEG - 1 PLAYER - SEE REVIEW PG. 58



89% I have never played this game on the PC, in fact I have NEVER played a game on PC. So, here's the real review on Wolfenstein 3D. This is a very well done and very entertaining game, the 3D environment is represented very well here. There's a lot more to the game than just walking around shooting at enemies. An ample amount of strategy does come into play, if you are planning to beat the game. W3D is also long and very re-playable. So, it's a little chunky, we've been begging for 3D games forever, let's enjoy them, not bag the graphics.

89% Imagineer has announced its presence with authority! Wolfenstein 3D is an excellent translation of the PC Mega-hit. The first person environment is one of the best on the SNES (along with Jurassic Park) and the shooting action is some of the most intense and sweat inducing that I've ever played. The scaling is a little rough at the edges but the graphic variety, sound and hair-raising action more than make up for it. Major fun stuff...buy it!

80% It seems as if 3D games are going to be the wave of the future and the PC Wolfenstein game is the originator. In the SNES version of Wolfenstein, you get all the fun and intensity (if not more) of the computer version at a budget price. The music is only OK but the game is a gas to play. The only problem with W3D is the chunk-o-rama scaling. Although the pixelization is a minor deterrent, there is still enough of a game here to entertain 3D fans.

77% If you're familiar with the now classic Wolfenstein 3D, which originated on PCs, then you might or might not be pleased with the SNES version. Imagineer has come close to translating this computer title onto a home console but, due to restrictions of the system and Nintendo itself, the game loses a lot in the translation. The graphics get very blocky and the characters become big chunks of pixels when you get real close. Also gone is the blood (of course) that spews out of enemies every time you chunk 'em. Comparisons aside, Wolfenstein 3D is still a fun game to play and is quite challenging. 3D games like this represent a new generation, let's hope we see more in the future.

TEMPEST 2000 - LLAMASOFT - 16 MEG - 1-2 PLAYER - SEE REVIEW PG. 74-76



98% If you're not convinced yet, then Tempest will convince you. 64-bit is here! I say that not because of the graphics but because of the amazing overall package Tempest offers. First of all, the graphics ARE awesome, that color just grabs your eyes the minute you fire it up. But that techno...oh my. This game has a GREAT soundtrack. Most of all, Tempest is fun, not for an hour...forever! Hey, the thing is already thirteen years old and it's still got me glued.

96% Memories! Tempest is one of my all time favorite arcade games and Atari has delivered the ultimate Tempest-test for the Jaguar. In addition to the original game, the developers have included a 3D mode that is mind blowing. Tempest is one of the few games on any system that you just HAVE to own. Jaguar owners now have their second high quality game and the world of gaming is just that much better because of its existence.

98% The legend has returned! Let me start by saying that this game has no serious weaknesses to speak of. While you have the option of playing the original arcade Tempest and a unique 2 player game, it's the new, one player game that impresses the most. This game sets the new standard for intensity, thanks in part to the ultra high quality techno soundtrack. Cool voice, benchmark vector graphics, smooth scrolling, never ending levels...what more could you want? The Jag ROARS.

96% Atari has taken an all-time arcade classic, revamped it for today's more demanding gamers and released one of the most uniquely fun and intense games I've played in a long time. Tempest 2000 is a totally addicting and challenging roller coaster ride of a game packed with 64-bit special effects. The graphics are amazing with color cycling dream sequences and colorful, filled polygons that have to be seen to be believed. The music sets the quick pace of the game pulsating with techno beats and sampled voices. With four different games, including original Tempest and 2 player head to head, this game should satisfy the appetite of any Jag owner for quite a while. Truly amazing!

MADDEN 3D0 - EA SPORTS - CD - 1-8 PLAYER - SEE REVIEW PG. 79

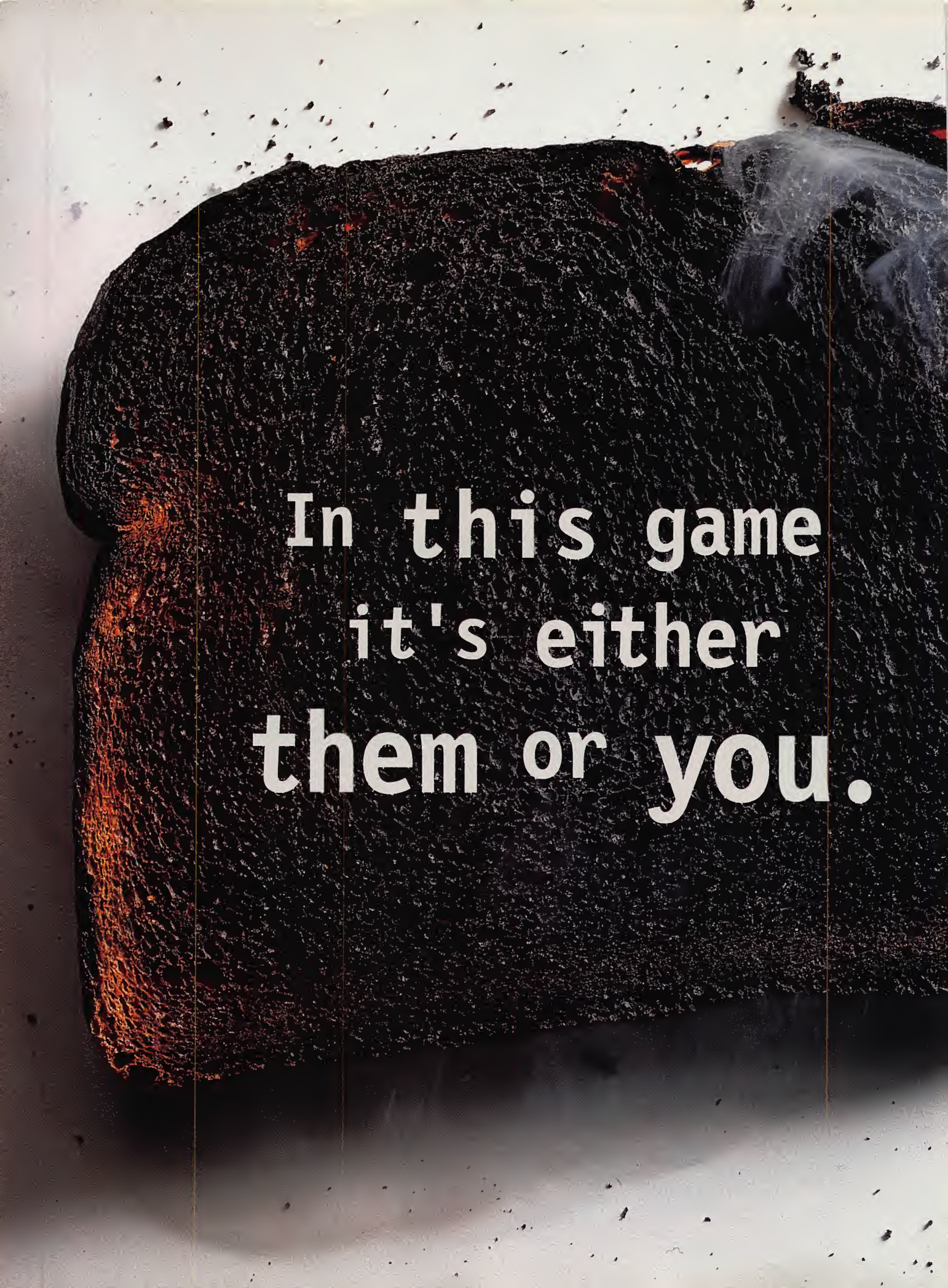


92% I don't know about you, but I bought my 3D0 for that next generation experience. Not since Crash 'n Burn & Total Eclipse have I felt good about my investment...until now. Madden 3D0 is the best sports simulation I have ever played. I emphasize simulation, I prefer arcade sports. The graphics are next generation all the way and the game plays better than I ever imagined. Talko must be in heaven, even the stat screens look good!

97% I'm saving the 3 points for an updated version with full season capabilities and statistical tracking. Otherwise, Madden 3D0 is the most perfect game of football ever created. I love football games and I THRASH football games. At this point in time, it takes a lot to impress me...I am impressed! The 3D environment is the BEST and the AI that the computer offenses and defenses possess is truly amazing. Every 3D0 owner should own this game. And, if you're a football nut like me and have the cash, you should buy the system. You can't play a more realistic football game unless you strap on the pads.

92% If you can picture the programmers at Midway gaining rights to the Madden license and applying the MKII technology to an arcade football game, then you have a good idea of what Madden 3D0 is like. While playing Talko's dream game, you'll notice all sorts of cool stuff in M3D0; great full motion video, awesome CD voice, 24-bit stills, stats to burn, and the patented Madden game control. If we get more software of this quality, maybe I won't call it the 3D roll anymore.

90% Madden 3D0 really shows off what the system is capable of and truly represents the next generation of sports games. The 3D environment really gives you the effect of "being there" and the gameplay is similar to the original version, which made Electronic Arts famous. The game scales smoothly and the digitized graphics are clean and colorful with barely any pixelization. The AI of the computer is also noteworthy as it takes a lot of skill and practice to get through the playoffs and in to the Super Bowl. With games like this, the 3D0 will have more than a fighting chance in today's crowded market.



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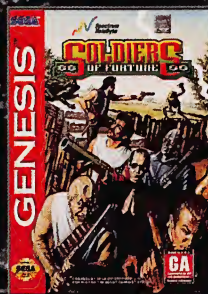
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SO,
BLOWMEISTER
IS REALLY
DEAD AND
GONE, HUH?

YEAH, WE SAW
HIS HEAD DISOLVE
IN HIS OWN
BILE! YOU
WERE THERE.

STILL DON'T
REMEMBER ANY
OF IT, DO YOU?

VERY LITTLE, POSTMEISTER.
YOU SAY I WENT THRU
SOME KIND OF
TRANSFORMATION.

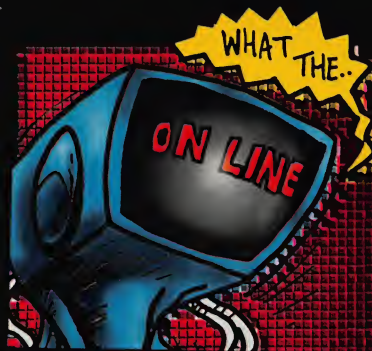
YEAH! YOU WERE
GNARLY! YOU HAD THIS
GUN COMIN' OUT
OF YER HEAD AND
THESE BULGIN'
METAL VEINS.
MAN, YOU
WORKED
HIM!

WELL, I GUESS
THERE'S A LOT I
STILL DON'T KNOW
ABOUT MYSELF.
BUT AT LEAST IT'S
OVER NOW. I
THINK WE SHOULD
ALL JUST TRY TO
GET SOME WELL
DESERVED REST.

AMEN
TO THAT!

AND SO,
MONITAUR,
POSTMEISTER
AND THE
REST OF
TEAM
GAME FAN
RETIRE
FOR THE
NIGHT. BUT
HOURS LATER
4:31 AM TO
BE EXACT.
.....

RUMBLE
RUMBLE
RUMBLE



... OH MY GOD...

... IT'S AN...

EARTHQUAKE!

AND SO THE TEAM
SCRAMBLES INTO
ACTION...

HOLEE!
WHAT'S
ALL THE
SHAKIN'?



... WELL, SORT OF.

MEANWHILE...

LEAP!

.. GOT TO...
.. SAVE...



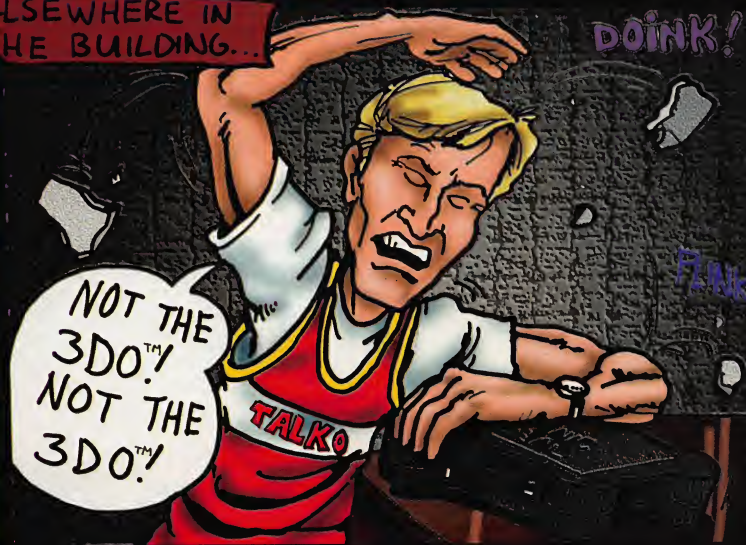
ELSEWHERE IN
THE BUILDING...

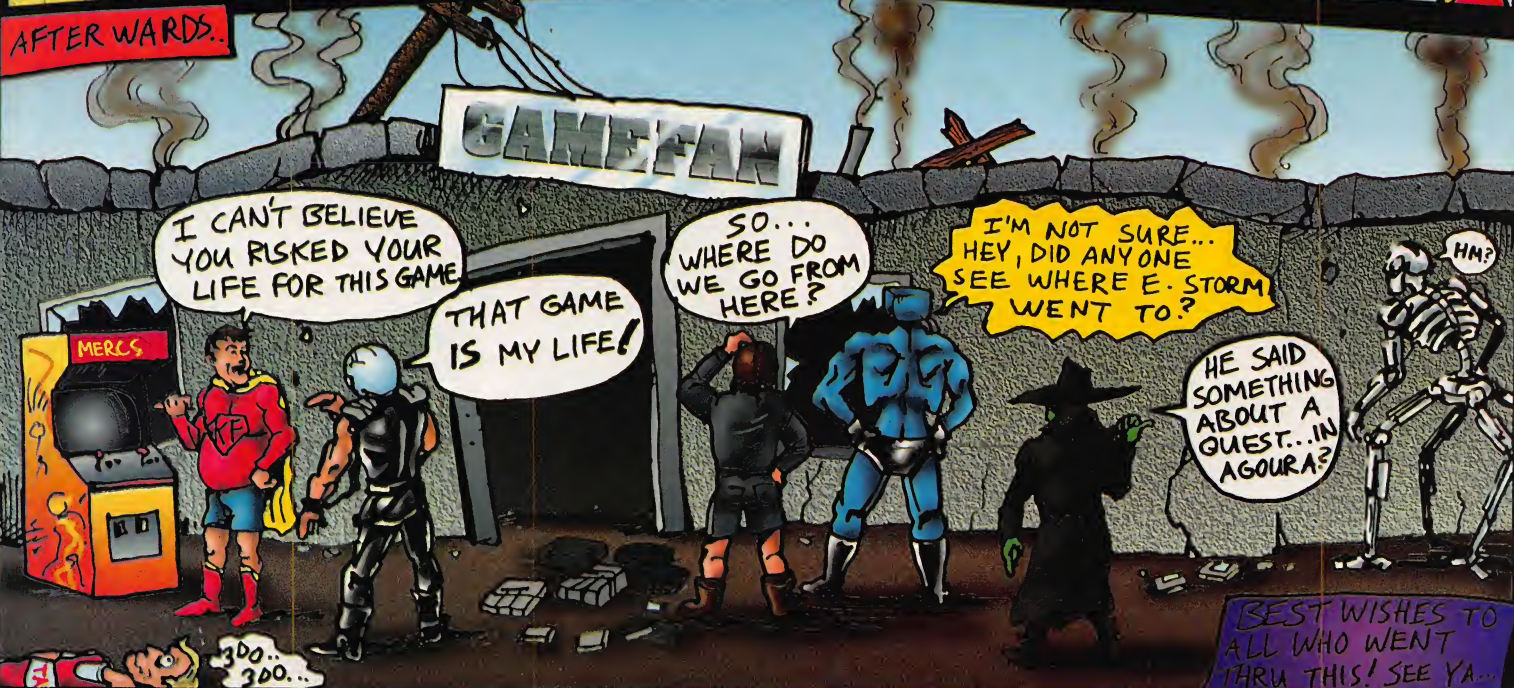
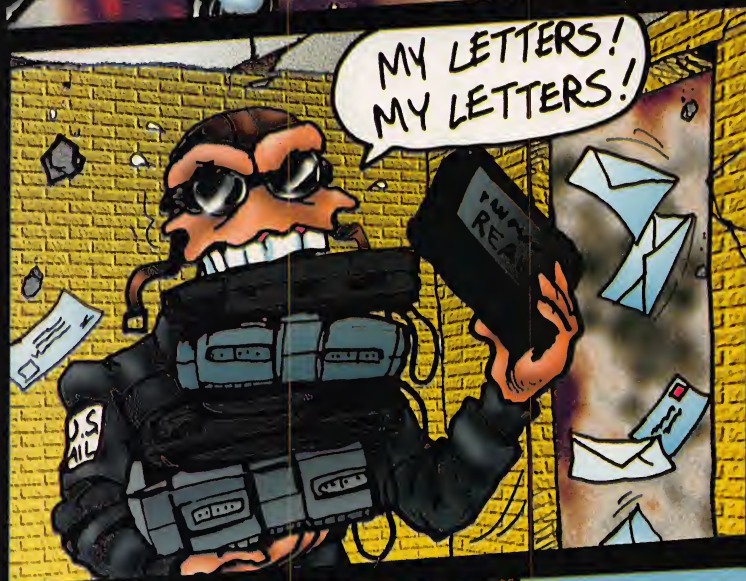
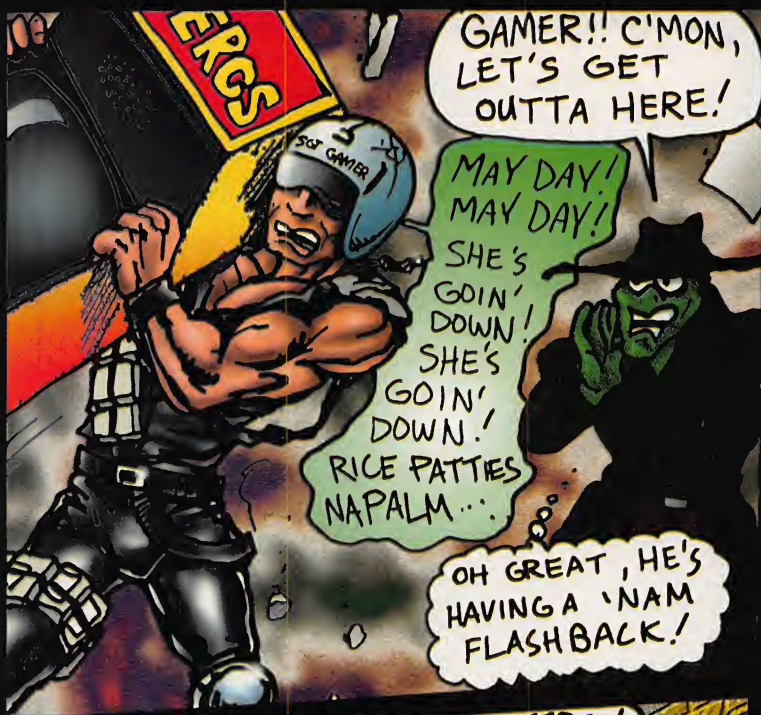
DOINK!

... THE JAG!
WHEW!



NOT THE
3DO!
NOT THE
3DO!





BEST WISHES TO ALL WHO WENT THRU THIS! SEE YA...

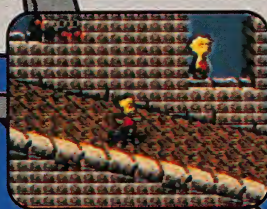
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BITCHIN'



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MONEY, REPLACE YOUR EQUIPMENT. TAKE A JUMP AND PICK A
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Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm **CrA4!**

Dear Postmeister, I'd like to start off by saying that your magazine is great and I feel it is one of the best, but I do have some complaints. One is your reviewing. First of all, you don't review sports titles or Game Gear games (except for a once in a while percentage rating), thus making the people who buy these types of games guess about which one to buy. Also, in most of your reviews, the reviewers may give a game a middle to high rating and not say why the game didn't get a 100%, which really defeats the point of having such a large rating scale. Maybe you should put some other information with your reviews, such as the level of difficulty and the number of levels in the game, so nobody buys a game that can be beaten in one day. Two, I was disappointed by the fact that in the '93 Megawards, you made SNES and Sega the only contenders, leaving out Neo Geo and the other systems that you cover in your magazine. This brings me to my biggest complaint, WHAT THE HECK HAPPENED TO THE NEO GEO SECTION!!!!? When your magazine first came out, you boasted about how you give so much attention to the Neo Geo, and granted, you did. But there hasn't been a Neo Geo game review in about three months! I know that there have not been many games out lately, but you never even touched one of the greatest fighting games ever made (no, not Samurai Shodown), Fatal Fury Special! The Neo Geo is an excellent system that should not be ignored. And you haven't even covered Mortal Kombat II and how to execute the fatalities!!! I'm not telling you how to run your magazine, I'm giving you my honest opinion and I hope that you are not offended. On an ending note, could you tell me what happened to Art of Fighting 2, Magician Lord 2, Miracle Adventures, Reactor, and Top Hunter?

Sincerely,
An Honest Gamer.

Dear Honest Gamer, We have just added a rating system to GF Sports and Hands On will undergo a facelift and feature numerical ratings next month. In all honesty, we underestimated how many people actually own and play GG and other HH titles but letters like yours have prompted us to change that section. In response to your other ratings questions, the viewpoints are overall views-the in-depth can be found within the article itself. If a game is too short, too easy or too difficult, it will be stated there. As for the Megawards, Crystal Dynamics and Atari both won trophies. Other than that, Sega and Nintendo deserved everything else. The SNK dilemma is bugging us out as well. They haven't sent us any review material since Samurai Shodown. We usually have to buy the home versions of the games we cover and last year they produced ONLY fighting games. They have abandoned their home user base and begun to concentrate on the coin-op market for the time being. We are a home entertainment magazine. Until they begin to produce the games promised; Reactor, Mag. Lord 2, Crystalis, Top Hunter etc...for the HOME player, we will continue our coverage of their awesome fighters in Quarter Crunchers. We love that system and hope it has a bright future as much as anyone. MK2 fatalities are in last month's issue, we waited for version 2 before covering it. Thanks for the great letter.

P.S. Top Hunter coverage is on the way (we're going to Japan to get it). I hear it's the action game of the century! A new SNK home system is also in development. There will be a Neo Geo section in the next issue.

Dear Postmeister, Here at Software Etc., we're try-

ing to combat the problem of not ordering the best titles for the customer. One of the ways we strive to be more in touch with the customer is our reservation system. The customer calls us, asks for a game, we take their name and phone number, tell them their place on the list, and inform the customer that we will call them as soon as the game is in. Then, on Sunday, we send the list to our general office and the buyers order that title in quantities to serve the customer. If the title is not in our system, we can call our district managers and tell them about this wonderful title that everybody wants. We can send an E-Mail message to the general office about the title or we can leave a message on our Prodigy bulletin board for our buyers. These options give us the ability to respond to you, the customer, as fast as possible. But we need you to help us. Calling us and asking for a game, then hanging up without giving your name and phone number, does not let us know if you really want the game. There is no obligation to buy when it comes in and we have a 48 hour return policy on all games. Please help us help you.

Thanks, Deborah Cole
Store Manager
Software Etc.
Cincinnati OH

All right! Sounds like a plan to me. Did you all get that? Programs like this will assure that the market stays honest in these turbulent times. It's nice to see the retailers reacting to the "bad game" situation. The more store managers that get involved, the better. A software store is only as good as its employees.

Dear Postmeister, I would really appreciate it if you would print this letter so that Duo fans everywhere will know what is going on with the sudden drop in Turbografx games. The reason for the sudden drop in games is because Hudson Soft of Japan and NEC of Japan are fighting to see who has control of the market. This puts TTI in a bind because most, if not all, of their titles rely on those two companies in Japan to say; "OK, you can make this game" (AKA getting a license to make a particular game). Combine that with the fact that TTI does not have that many companies to make games here in the US (Working Designs is the only one I know of), and you see the problem. I also have a problem with your magazine's policy on Turbografx games. All I've seen so far is that you say to buy PC Engine games. Well, if you keep buying PC Engine games, how is TTI supposed to get enough profit to bring over the titles you want to the US? So, as for me, I'm going to support TTI and work on sending my gaming lists to them (which, by the way, are given to the companies in Japan).

Sincerely, Kevin Fleharty
Hastings NE.

Dear Kevin, You are sadly mistaken. Working Designs no longer develops Turbo titles. In fact, no one does. It's over. Unless you buy PC Engine games (which continue to get better and better), you may as well turn on your Turbo and use it for heat in the winter. TTI may come back, if a new NEC system is released here. Otherwise, it's the import market for fans of the systems. We do our readers a great service by covering the imports. PC Engine is hot, hot, hot in Japan right now and is going to have a great year (Strider, Xanadu, the new upgrade, FF2, Art of Fighting etc, etc...). Find a good source for imports and join us! It's the only way. Your reason for the US demise is also way off. The US market never reacted to the Turbo or T

CD. The Genesis and SNES rolled over them long ago. It took TTI way too long to realize that bringing over import titles was the only way to succeed. The window closed and away they went. Had they brought out games like Power Drift, Atomic Robo Kid, the Maru series, Down Load 1&2 and countless other hot titles early on, it could have been a different story. Let's hope that, if a new system makes it, they don't make the same mistake twice.

Dear Postmeister, I have a lot to say, so I doubt that this will end up in your magazine. I could care less, as long as you send me some kind of answer. First, I want to tell you an amazing story about the release of Lunar on the Sega CD. If you have played Lunar, then this story may not seem so amazing. When I learned that Lunar had finally been released, I went to seven stores looking for the game. Six of those stores had sold out completely. I got the very last copy at the seventh. Sega had better wise up and face the fact that most of us out here purchased the Sega CD expecting great RPGs. I'd like to point out that all the stores I went to still had huge quantities of Sonic CD. I'd like to commend Working Designs for converting the best Sega CD that I've ever played. I look forward to playing more RPGs from Working Designs in the future. Tell E. Storm that he was right about what he said about the music in issue number five. I'm listening to the Lunar soundtrack even as I write this. Now for the question. It seems that a lot of Sega CD games have gone D.O.A. (if you know what I mean). What ever happened to Wing Commander, Cool World, Switch and Dark Wizard? Do you know if anyone is going to translate Fhey Area or any other RPG besides Vay?

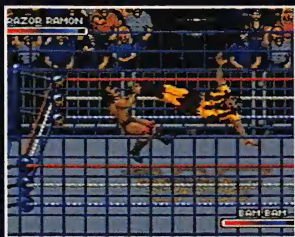
Over and out,
Dave Koch

Dear Dave, You got it! Just like we said, and you said, RPGs can and will excel in the marketplace. Working Designs can't make 'em fast enough! They are getting in the neighborhood of 1000 calls a day about Lunar! They are almost done converting Vay and it looks awesome. As for Fhey-Area, I mentioned it to them at the show but Victor (the Pres. of WD) is apprehensive because of its age. Right now, they're looking at 3X3 Eyes and Lunar 2. Wing Commander is due out in Japan this March, Cool World is history, Switch is nowhere in sight (it blows anyways) and Dark Wizard must be under the knife due to its adult theme. Sega has announced very little for the CD. It seems that the Genesis and Saturn are occupying most of their attention. You're going to have to rely on third parties for this year's crop of Sega CDs. Rebel Assault, Chuck Rally, Soulstar, Battle Corps, Heimdall, Vay, Brutal, Mortal Kombat and Rise of the Robots are all underway. Sega has Heavenly Symphony for late in the year, but there is little else to get excited about on CD from Sega. Hey, that's what third parties are for...work on that Saturn and those DSP games Sega!! The question is, where is Phantasy Star Four? We want our RPGs!! Keep the letters coming, E Storm is thrilled!

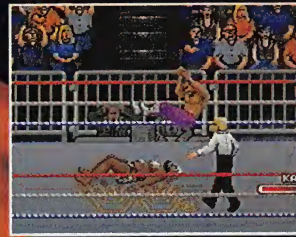
**The Postmeister has a new address!!
Write to me at my new mountain cave (my
dungeon collapsed in the quake!!).
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The Postmeister

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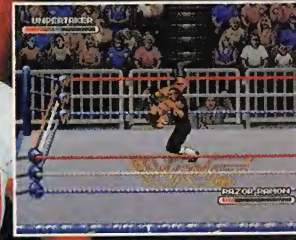
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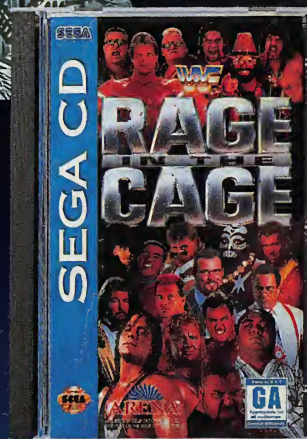
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SEGA SECTOR



HEIMDALL

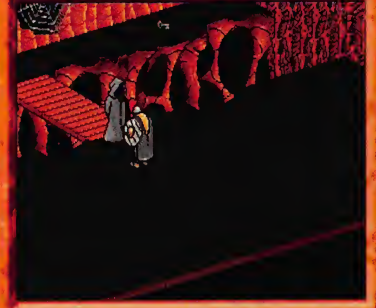


For RPG players, the emergence of a quality title is magnified ten times when compared to other genres. Good RPG's are rarely developed. If

we're lucky, we might get four or five big winners in a year compared to action and shooting games, which seem to fall out of the sky. So, for me and for you, Heimdall is a big deal. Sega CD owners will finally get their second great RPG this April (Lunar was the first). Heimdall takes us back to the age of the gods, in fact the story surrounds them. Odin and Frey's (the good gods) most powerful weapons have been stolen by Loki (the evil god). It's up to you and a motley crew of wizards, Vikings, thieves and rangers to search the hundreds of rooms, unlock the secret of each island and recover the stolen items. This is all explained (and fully narrated) in one of the coolest opening sequences ever seen on the Sega

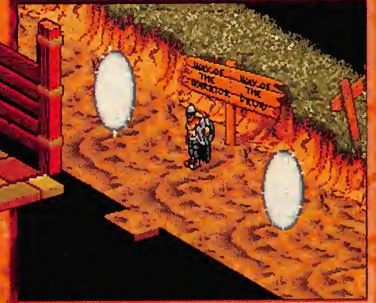
CD. What makes Heimdall so

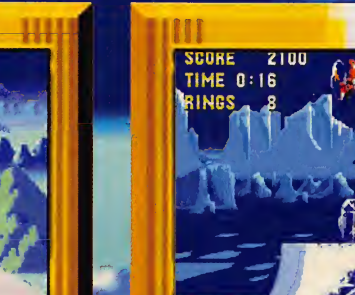
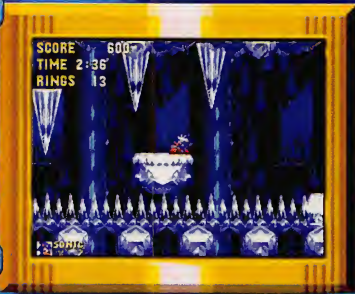
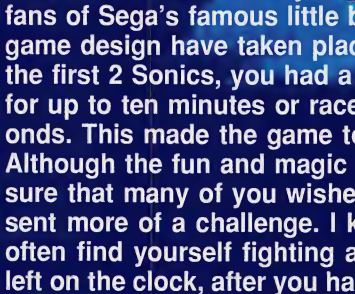
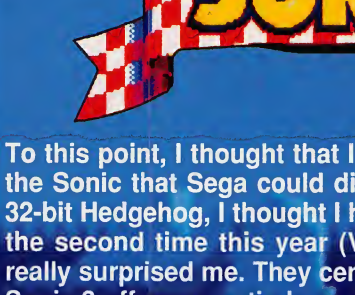
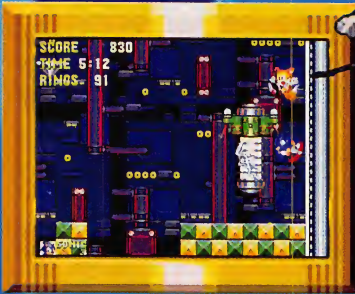
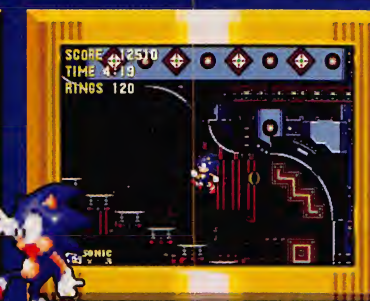
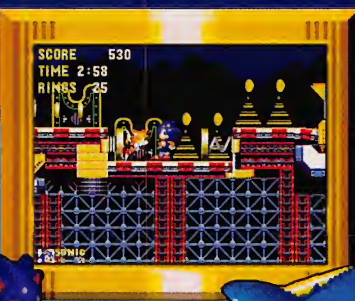




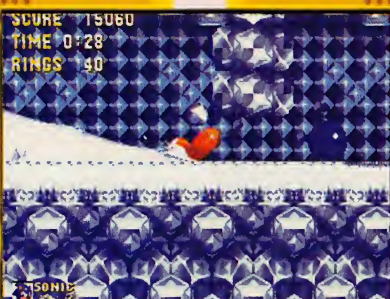
special is the awesome isometric viewpoint, brilliant programming and masterful graphics. The game is drawn and animated to perfection by...who else? Core and The Eighth Day. The fighting scenes in Heimdall are real-time and fully animated so, unlike other RPG's where you merely sit and watch, here you actually take place in the action. There are puzzles to solve, spells to cast and level after level of engulfing and graphically wondrous labyrinths to solve. It's as fun as Land Stalker...really. Since the game came in just as we were closing this issue, all you're getting here is level one stuff. I'm going to be playing Heimdall all month (I have big plans for it next issue), so I'll be back with the full scoop. I do, however, already have a word of advice for RPG and adventure fans, or anyone else. When this game comes out, buy it. I guarantee it will quickly become one of your all time greatest adventures. See you next month with lots more.

-E Storm

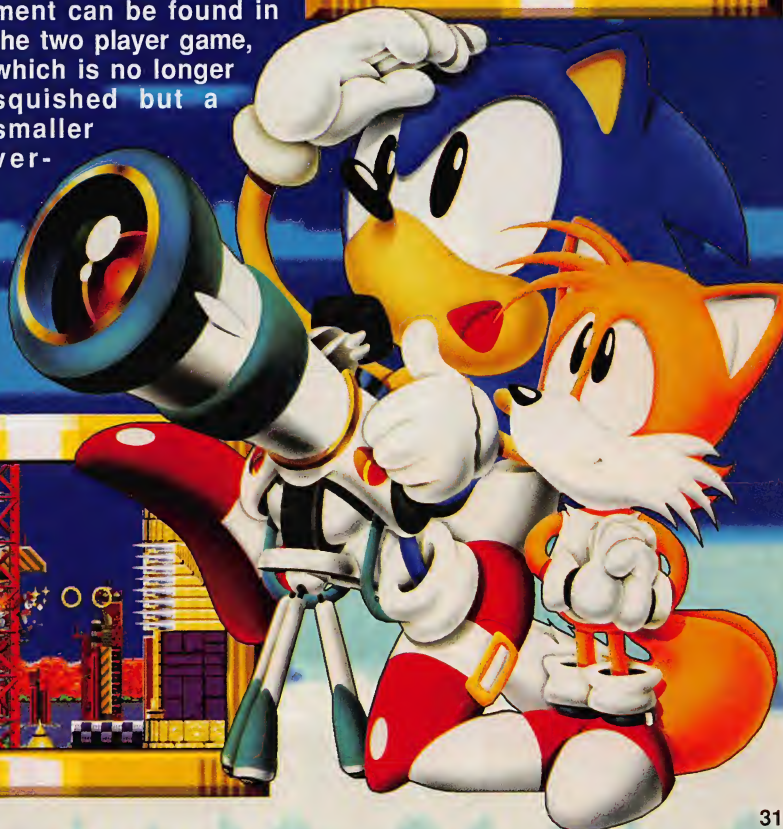
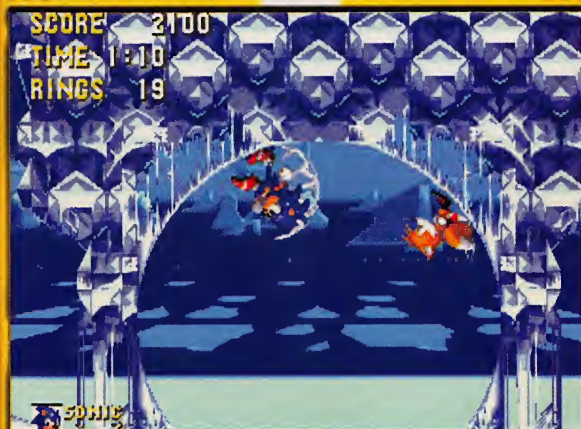
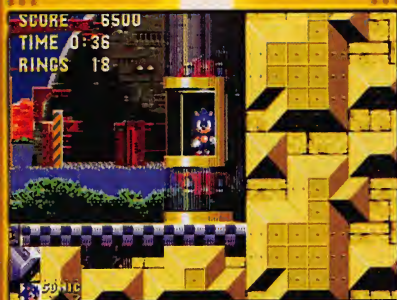




To this point, I thought that I had experienced just about all the Sonic that Sega could dish out. Barring a 3D rendered, 32-bit Hedgehog, I thought I had seen it all. I was wrong. For the second time this year (Virtua was the first), Sega has really surprised me. They certainly are on one heck of a roll. Sonic 3 offers an entirely new Sonic experience to the many fans of Sega's famous little blue mascot. Major changes in game design have taken place since the last installment. In the first 2 Sonics, you had a choice to either stay in a level for up to ten minutes or race through in as little as 40 seconds. This made the game too short for advanced gamers. Although the fun and magic of Sonic was always there, I'm sure that many of you wished it would last longer and present more of a challenge. I know I did. In Sonic 3, you will often find yourself fighting a boss with less than a minute left on the clock, after you have done your best to reach that

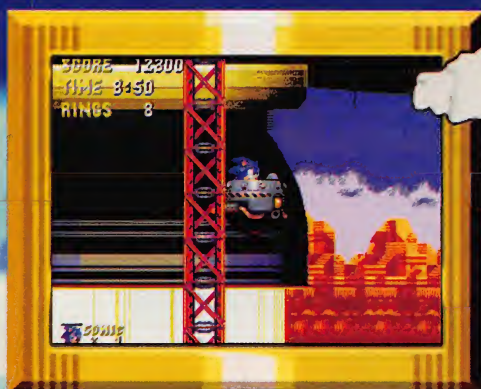
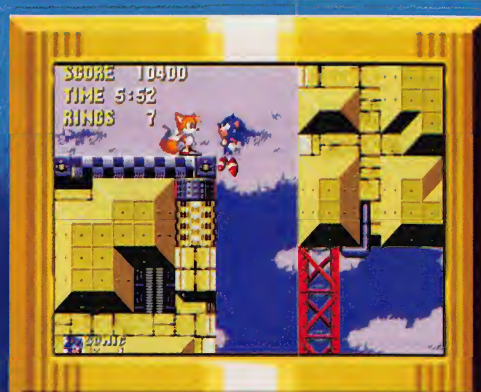
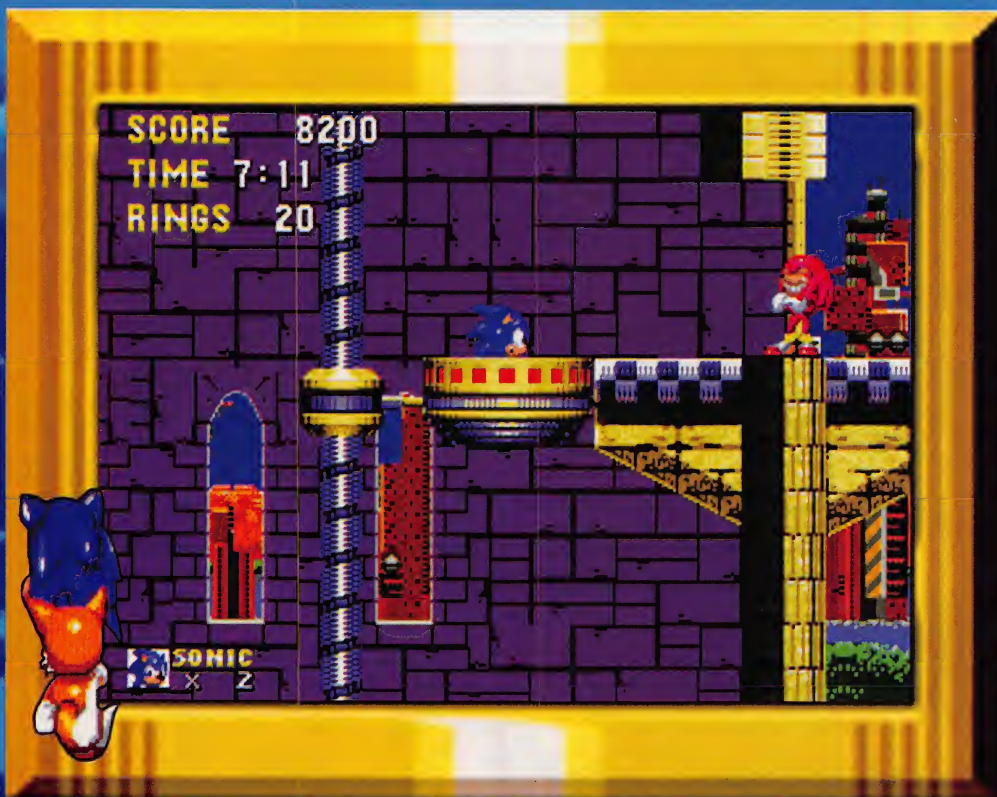
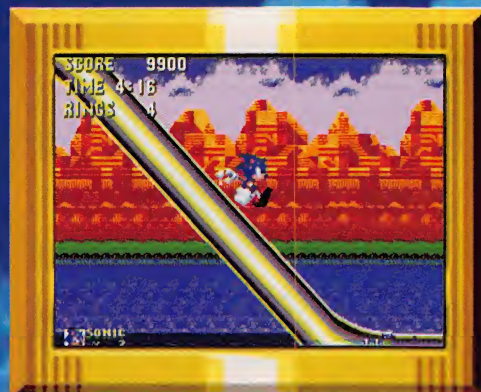
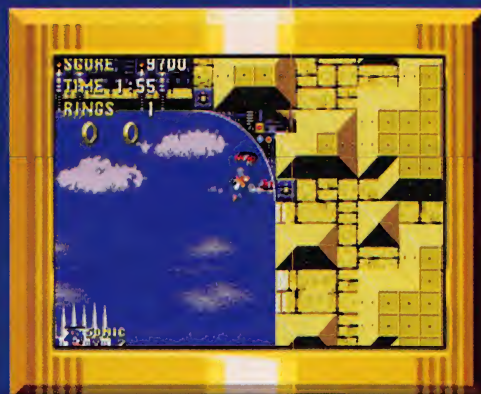
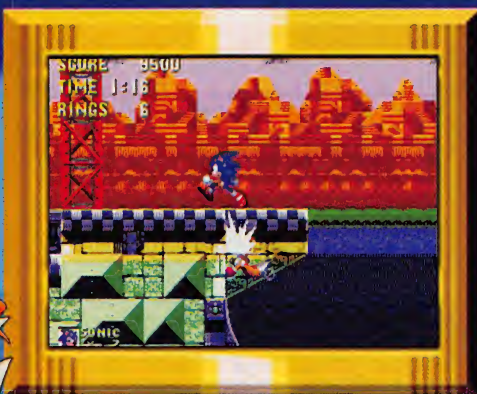


point in as little time as possible. These levels are huge and not at all linear. For the first time, you really have to work to beat each stage. Especially in the Carnival Night Zone, where you'll get bounced around like never before in a video game. My personal favorite level is the Ice Cap Zone. As soon as the great music kicks in and you see all those scrolls, you know you're gonna have a great time. Sonic has a couple surprises of his own this time out, he can now finally attack with more than a spin. Three new attacks can be found and utilized until you take a hit, including; fire, water and lightning. The graphics in Sonic 3 are a huge departure from both one and two and are by far the best (on cart) yet. The amount of background scrolling is unbelievable, as are the colors on screen, shading and detail. Sonic now interacts with the backgrounds more than ever; raising terrain, spinning on tops and controlling bouncing cylinders. In the music category, Sonic 3 also excels with one of the best Genesis soundtracks that I have ever heard. This truly is, simply put, an entirely new game of Sonic. Another major improvement can be found in the two player game, which is no longer squished but a smaller ver-





sion of four all new levels, making it as fun as the game itself. Sonic 3 is as new and improved as sequels get and a fitting end to the Sonic series on the Genesis, if it is indeed the last 16-bit version. The import version on CD still ranks first with me but this game comes in a close second for my favorite game of Sonic, yet. Of course, Sonic will always be welcomed by gamers on any format. Characters with this much personality are a valuable commodity. Sonic boom, Sonic boom, Sonic boom...c'mon sing it with me. If you don't have a Sega CD, disregard the singing portion. -E Storm



Virtua Racing

While attending the recent Winter CES in Las Vegas, one of the most popular after show activities was visiting the Sega World arcade at the new Luxor Hotel. The Luxor is the huge pyramid which has risen out of the dust beside the once mighty Excalibur, which now seems puny next to its new triangular neighbor. Not only does the Luxor feature a magnificent ambiance and the best motion ride I have ever experienced, but it also houses a Sega lover's dream come true. Almost every high dollar piece of Sega coin-op hardware is housed inside its vast Sega arcade, including a 6 player, side by side, Virtua machine.

As I was duking it out with Talko and the guys from Virgin (next year Seth, you're toast), I was thinking how amazing it is that Sega can even bring a fraction of this experience home in a 24 meg cart, on a five year old 16 bit machine. Of course the

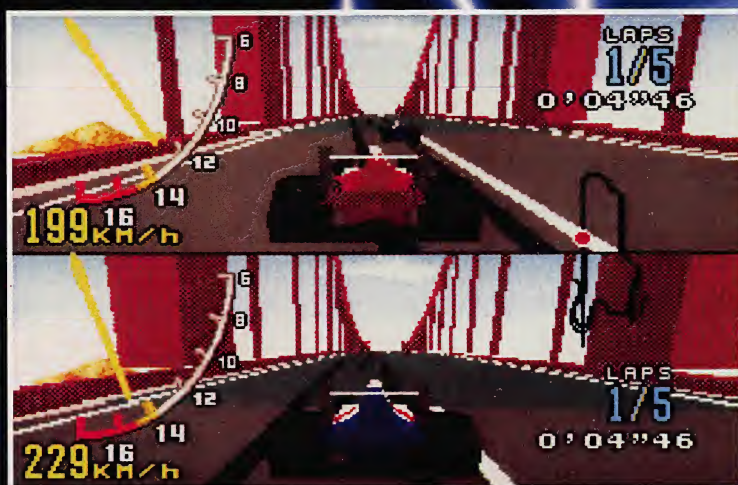




feeling of the hydraulically powered formula replicas must stay at the arcade, but the rest of the game, for the most part, is true to the original. Sega's DSP packs more power than ever imagined. The game not only looks and sounds amazing, but more importantly Virtua 'feels' great. It controls like a dream. The frame rate and level of speed is virtually identical to the arcade version, and although not as many colors are used, the same huge polygons are featured throughout. Virtua Racing won't hit the stores until sometime in May/June (FCC approval awaits the DSP), but we thought you'd want to



know whether to get excited about this one or not. So, we went down to Sega to grab these shots. I can safely say that if you like Virtua in the arcades as much as we do, you should be very, very excited. We'll bring you more on Virtua in an up coming review. - E Storm



DOUBLE DRIBBLE

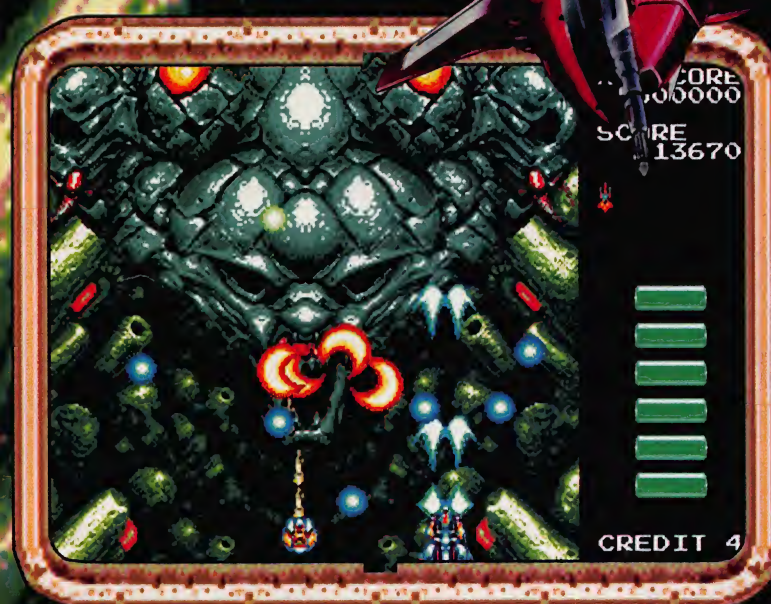


This is definitely Sega's best year yet for basketball games. First we get NBA Jam and now Konami is ready to go with Double Dribble the Play Off edition. Anyone who owned a NES will recognize the DD name as this was the greatest basketball game ever created for the NES. Can Konami repeat? Bare in mind that I am not Mr. Sports (you'll have to see Talko for that) so I'm not one for stats and actual teams and all of that jock stuff. I just like fun arcade style sports games and that is what Konami has delivered, big time! The graphics are arcade quality with huge characters and excellent detail as only Konami can deliver and the game moves fast. It reminds me a bit of Blades of Steel in the speed department as the ball constantly changes hands. Find a line and go for the dunk or be robbed! Stealing is a big part in DD so practice that ball control or the computer will wax you! You can substitute players during the game and save your season in the play off mode via a password after each 2 out of 3 victories.

Did I mention that this is an EIGHT player game? You got it! If you've got enough friends, invite 'em all over and fire up the Sega! Double Dribble is definitely fun against the computer but even better when you play a friend. We played for hours and I found Phoenix and Chicago to be the two best teams. You need speed and good shooters to win in this league! So now I finally have two great arcade style sports games in my Sega stash. What I didn't get in Jam I get here and visa-versa. So, if you only buy two basketball games this season the decision is simple. Konami does it again!

- E storm.





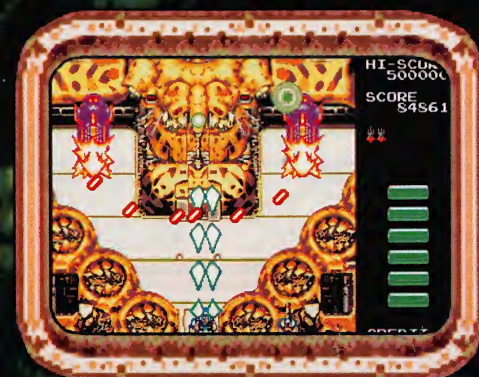
GRIND STORMER



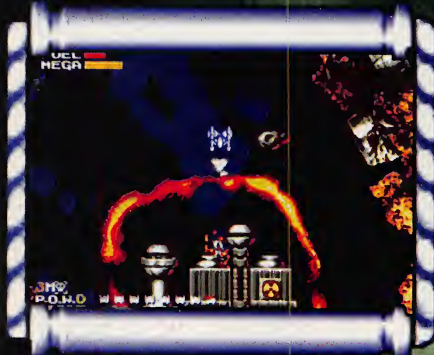
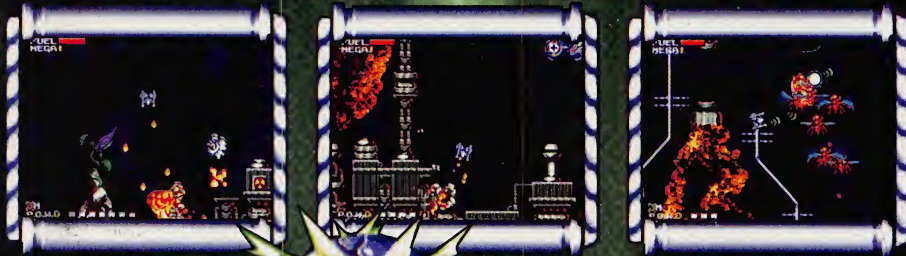
A few years ago there was an overflow of shooters being released for the Sega Genesis, some good, some bad, but nevertheless this genre ultimately ended up being flooded and popularity waned. Then, with the event of Street Fighter II and all the commotion it created, almost any other type of game released didn't have much of a chance. Who can forget those great games of yesteryear like Truxton, the Thunder Force series, Atomic Robo Kid, Gaires, Musha Aleste, etc...They were and still are fun to play with high difficulty, simple and addictive game play, parallax scrolling and

more often than not, great music. Grind Stormer shares a common bond with these games and although it's not up to today's standards graphically, it has that same level of simplicity and addictiveness. Basically your objective is to blast everything in sight as you battle your way through hordes of aliens and enemy spacecraft. There's six levels to fight your way through with an array of special weapons at your disposal and only a limited amount of bombs (which you will need to save for the fierce bosses at the end of each level). One thing you should note about this game is it's difficulty.

Even on the easiest setting most advanced gamers will find this to be a worthy challenge. The graphics in Grind Stormer are only average as there's not much in the way of color and some flicker is present when large sprites appear. As far as today's technology goes with 3D shooters such as Silpheed and Starfox becoming the norm, Grind Stormer doesn't compare, but as a stand alone overhead shooter it keeps up and actually brings back fond memories of simpler times and simpler games. - BUD D.



SUB TERRANIA

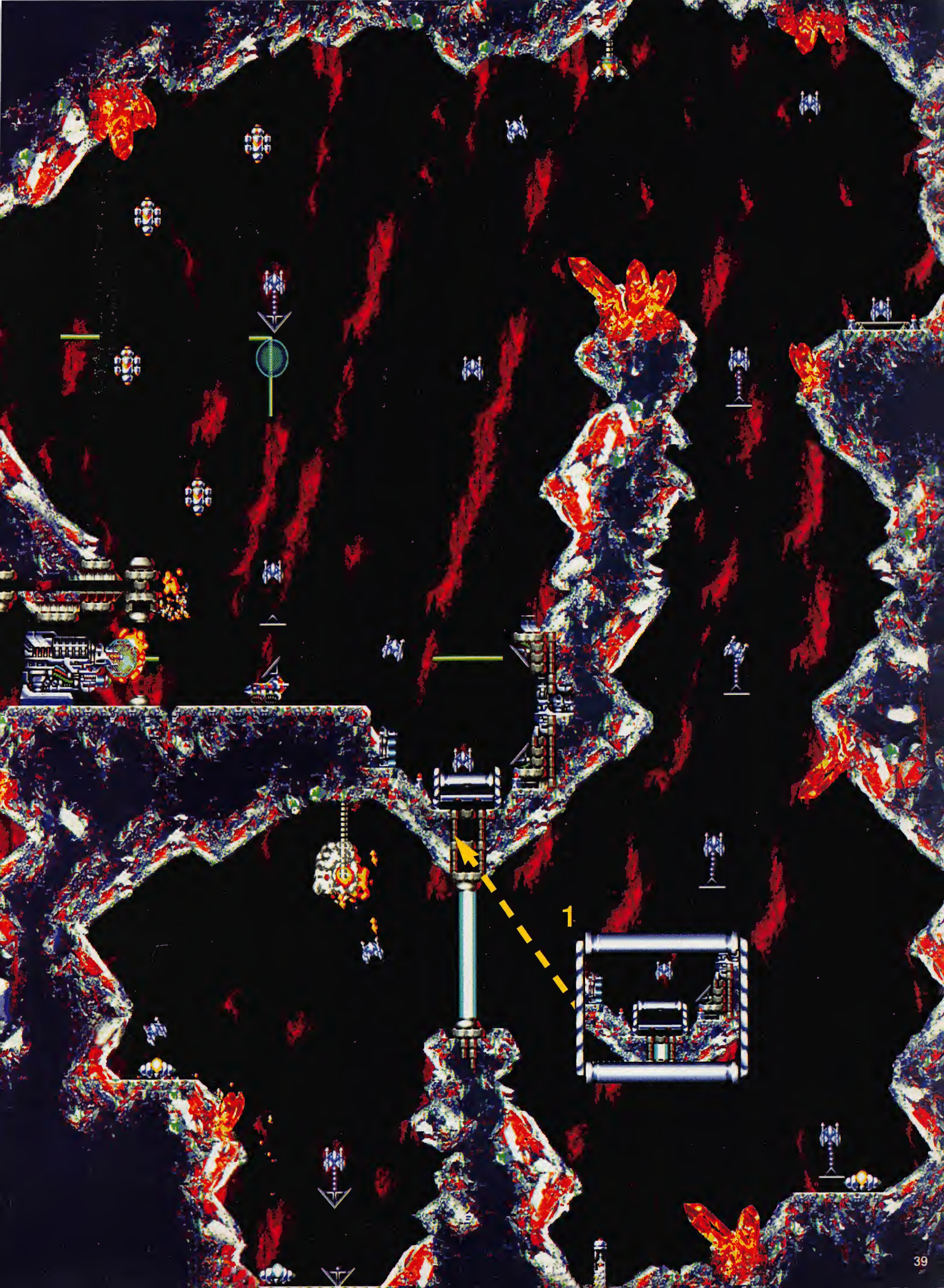


Sub-Terrania sends you deep underground on nine of the toughest recon missions you will ever experience. Are you looking for a game that is truly unique and requires that you hone special skills just to play it? Are you tired of side scrollers and shooters? If so, then has Sega got a game for you! Do you remember the days of Asteroids and Gravitar? Sub-Terrania mercifully starts you off slow but quickly becomes a paramount challenge. If you are going to have any success in this game you must be patient and completely in control of your ship, so I strongly suggest checking in to the training mode to familiarize yourself with the experimental attack ship. In each mission you are assigned a certain objective that must be carried out before you can proceed to the next. One of the toughest area's early on is Mission Three, (mapped to perfection on the next 2 pages) here you must pick up deflector shields, disengage lasers, pick up P.O.W's, and find your sub-module. It might sound easy but without mastery of your ship you will do little more than become part of the Sub-Terrain. Look for a full review coming soon. - Kid Fan

REMEMBER THE IMPORTANT STUFF MISSION 3

- ① After deflecting the laser blast land here.
- ② Destroy this base to remove the force field.
- ③ Don't forget the troops!

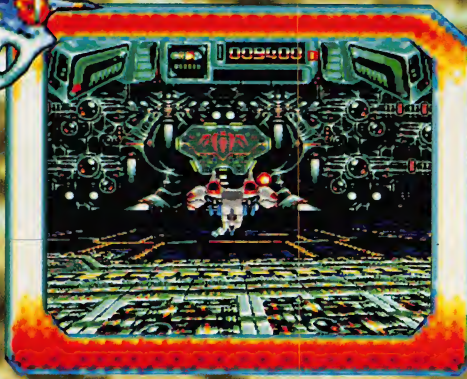




SOULSTAR

For years now Core has been making some of the best Sega games around. From Chuck Rock to Wonder Dog to AH-3 Firehawk, Core has always been a top developer. Now in '94 and beyond, you'll find their name proudly displayed on the outside of each box, as they have made the move from developer to publisher. One of the first offerings from Core in '94 will be Soulstar, (along with Battlecorps - which uses the AH3 engine, Skeleton Krew - a 3/4 view action gamers wet dream, and Chuck Rally - a kind of Mario Kart meets Chuck and Chuck Jr.). Soulstar takes the Sega CD to new limits as it not only scales fast and smooth through the entire game, but also uses all 64 colors on screen for the duration, creating a truly magnificent 'off the tracks' shooting experience. You know how you always see those far off sprites in this kind of game, and wish that they scaled in? Well, now they finally do. Soulstar is also unique, so when you complete a level the game doesn't stop, count up your score and load a couple of pounds. Instead, a cool segue brings you into the next level with some fantastic animation. It's like the whole game is linked together. In one of the two levels we played (which are pictured here), you are free to hover about the play field freely, so it's not all just straight ahead shooting either. All this should add up to a truly awesome and unique 3D shooter.

While attending the Winter CES I got a chance to hang out with Jeremy and the staff of Core. They assured me that as the game progressed they would update us regularly, so look for a lot more on Soulstar in issues to come. Soulstar is scheduled for release sometime before June. Core continues to be the best reason to own a Sega CD. - E Storm



MEGA TURRICAN

In the early days of the Sega Genesis the name Turrican meant, "stay away, bad game inside". Then all of a sudden, Super Turrican for the Super NES showed up and changed all of that. Was it just a flash in the pan? Well apparently not, because now Turrican is back once again, this time for the Sega Genesis. Would you believe that this game is actually better than '93's Super NES version? These days Action/Platform games are many, so for one to be worth buying it must possess something or some things to set it apart from the pack. Features like music, graphic detail, colors, play mechanics and length are now critiqued more heavily then ever, and I can honestly say that Mega Turrican delivers in all of these categories. The music is a mixture of rock and techno and is accompanied by digitized speech, when power ups are acquired. It is clear, has a great beat, and

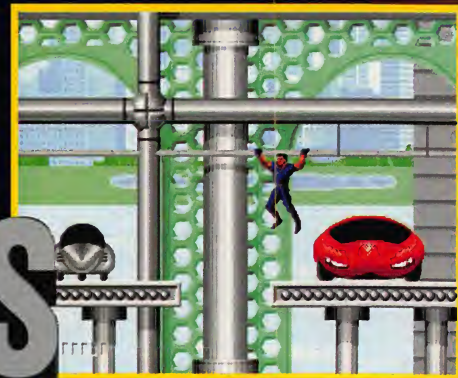
keeps you motivated throughout the game. The artwork and detail in MT is excellent with detailed textures on just about everything. Well drawn sprites and backgrounds appear throughout each huge level, and sometimes you'll swear you're looking at more than 64 colors. Scaling and rotation are also featured sporadically throughout the game. In the play mechanics category, MT also delivers with several different shooting weapons, a grappling hook to cling to walls and ceilings, and the ability to roll, shielded, while dropping bombs. Each level in Mega Turrican is not only huge, but boasts both vertical and horizontal elements, as well as a nasty and often spectacular boss. So, Mega Turrican truly has it all, making this character's comeback one of the most successful ever. Now if they could only get that "Wayne's World" thing right.

- Takahara





SEGA PREVIEWS



Here are two of the works in progress over at Virgin games. Demolition Man and Jungle Book for the Sega Genesis. Demolition Man is a real surprise, it really caught our attention at the Winter CES. The animation graphics and sound effects are excellent and the game does a great job of portraying the look of the movie (even Stallone's grunt is perfect). Look for more on this one soon. Jungle Book is also nearing completion and looking better than ever. You won't believe the incredible animation and detailed graphics. Some people think this game may be better than Aladdin and, from the looks of it, they may be right. We'll bring you more on both of these games in the months to come. -E. Storm

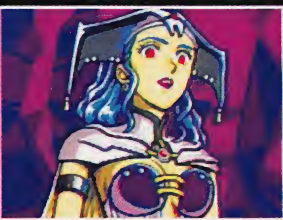


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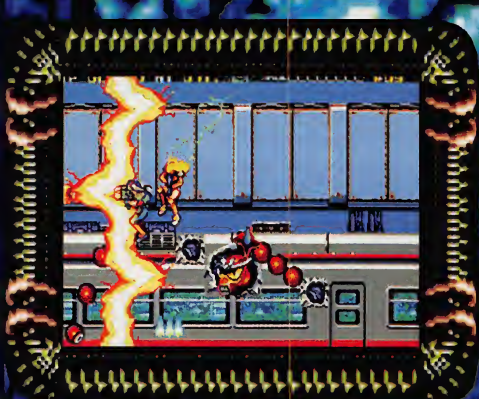
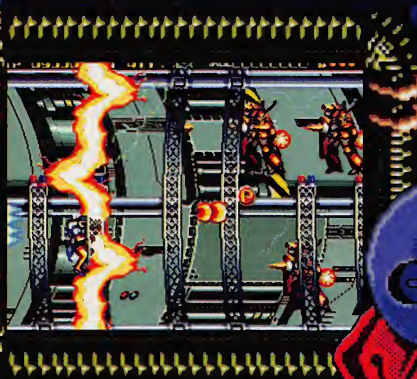
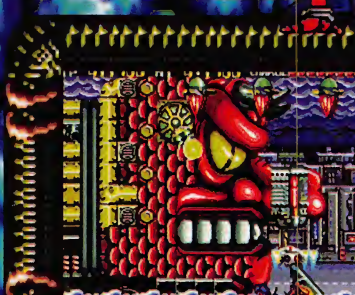
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Battlemaniacs



For some time now you've seen Battlemaniacs featured in E. Storm's Import Update. It is still not clear if this game will see the light of day over here, but it still remains one of the few shooters to ever receive a perfect score of 100 in Japan's acclaimed Famitsu magazine. The prequel to Battlemaniacs, "Trouble Shooter" came out here in '91 and went by virtually un-noticed, so a U.S. release is doubtful. You may have to seek out an import version if you want to add this great shooter to your Genesis stock pile. Battlemaniacs follows Vic Tokai's first serious Action/Platform effort "Socket". You can see the similarities in the graphic detail and hear it in the music. This team of programmers has a lot to offer and hopefully will continue delivering quality titles under the Vic Tokai label. Battlemaniacs is a side scrolling and vertical shooter that truly breaks new ground in the shooting genre. Huge sprites, lots of graphic tricks and two girls flying together, controlled by one player, truly puts this game in the 'unique' category. The music, graphics, art-work and bosses are all done very well, and the difficulty is set just right. You don't have to work so hard, avoiding a hit, to enjoy the game. Energy and power-ups are placed perfectly, so if you are playing well you will surely see the boss at level's end. How much energy you have left when you get there is another story. In closing, I wouldn't say that Battlemaniacs is a perfect 100, few shooters will ever achieve that lofty goal, but it is a solid and well thought out shooter. It is definitely worth checking out. Lets face it, there haven't been that many good shooters since the flood of '91. - E. Storm



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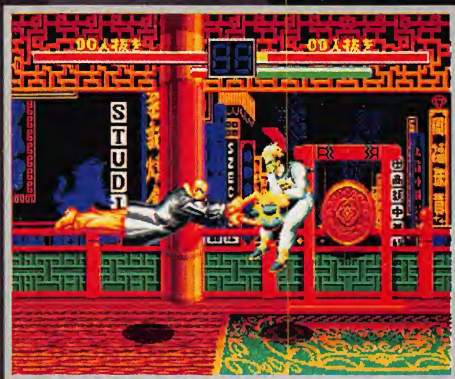
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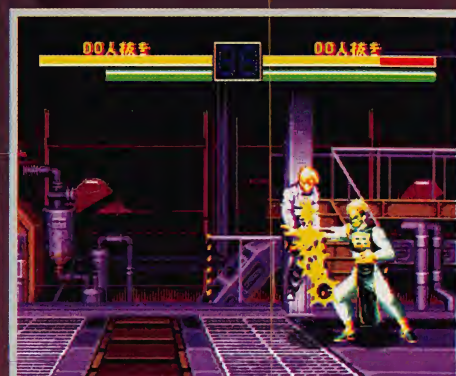
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AREA CODE



E Storm's Import Update

MEGA DRIVE



Where is it? I didn't see Art of Fighting at the Winter CES but here it is, available now for the Mega Drive. This version of one of 93's best fighters is excellent! You won't find the scaling in & out in this version but you will find some awesome line scrolls, huge detailed sprites and excellent control. The sound effects could use some work, (they sound alot like the Sega version of SF2) but other than that, this is a great fighting game. I did see World Heroes at the CES and it looked pixel perfect. That game is nowhere to be found in Japan. What, are they sharing? We'll try to bring you World Heroes next month. -E. Storm



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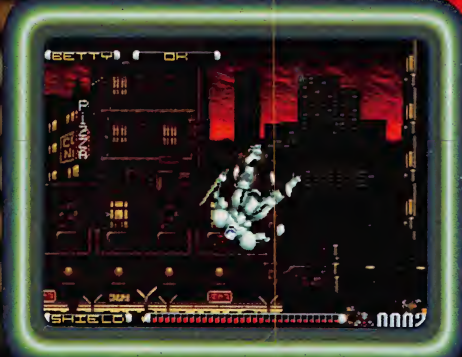
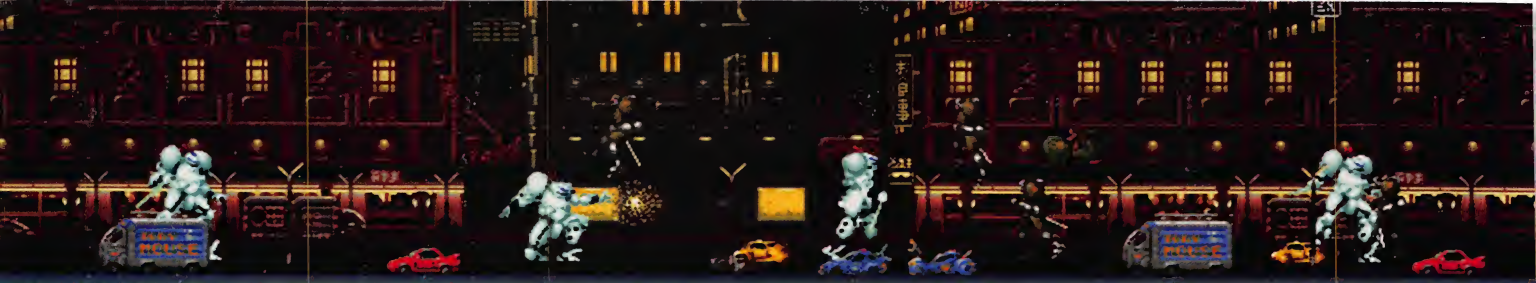
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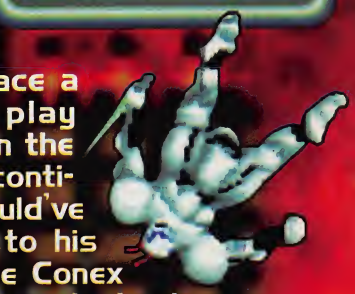
If you have owned a Sharp PC98, an FM Towns or a PC Engine CD, you have played one format or another of G2 (so most of you probably have not). For those of you who are not familiar with this game, I believe that you are in for a pleasant surprise. G2 mixes side scrolling arcade action with





one of the coolest cyber suits ever to grace a video game screen. Graphics, control, play mechanics and diversity, G2 has it all. Set in the year 2280, 50 years after the last intercontinental holocaust, G2 is something you would've seen Arnold Schwarzenegger doing prior to his stop the violence campaign. The CEO of the Conex corporation, Jeff Hazard, has developed a new technology which he ultimately plans to conquer the world with, and has vowed to crush anyone who gets in his way. You must play the role of Ken Ryugasaki, an android and intercontinental holocaust veteran. He alone is the only one who is capable of piloting the prototype Tracer 184 exo-suit and also the only being who stands a chance against the new Conex mega weapon. Although this was very early, I must say that what I saw and played was awesome. G2 utilizes the SNES's color palette and scrolling capabilities perfectly and has great music that has you tappin' on the old Ascii pad during the intermissions. The control in G2 is great, there are alot of things you can do with your huge cyber suit, including; running, high and low kicks, slashing and flipping. There are also several weapon upgrades including the 'Betty' a powerful little pod that you can send out for mass destruction. Kemco made a great decision picking up G2, a 16 bit version of this awesome game is long over due. There is always a place in this market for a good, innovative action game. Look for more on G2 in future issues of Game Fan.

- Joe D





If you frequent your neighborhood arcade, and you've managed to pull yourself away from SF2

KI

DR

long enough to hit the token machine, you may have noticed "Knights of the Round Table", another great Capcom coin-op game. Once again, Capcom has brought the arcade experience home with yet another great SNES translation. The King of Dragons is the new name for this great game. Set in mythological times, you must choose one or two of five warriors to slay your prey. The Fighter, Elf, Wizard, Dwarf and Cleric each have their own attacks, strengths and weaknesses. The goal is simple; defeat your enemies (animal, reptile, human and undead) and slay the red dragon Gildiss. By now you may be thinking that this is just another side scroll punch and kick, but that is not the case. There are many things here that help this game overcome that label. For starters the graphics are arcade all the way, as is the music. The use of color and the artwork is perfection throughout. Also,

instead of long drawn



NG Ghosts

out levels with repeating backgrounds, this game is comprised of many short diverse levels.

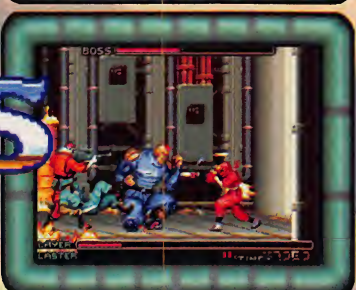
You never get that mid level burnout after you've killed the same guy a hundred times. This game manages to stay interesting the whole way through, with new enemies that use different attacks and grow stronger with each level. Other nice touches are the character interaction and the ability to power up your weapon throughout the game. I can't

tell you how nice it is to play a Capcom action game again, they do it so well. I hope that this will be the first of many more to come for the SNES, Genesis, Saturn and Project Reality. I still get a special feeling every time I play Ghouls and Ghosts, and I am still waiting for a translation of Bionic Commando to show up on any system, We'll have a complete review on The King of Dragons next month. - E. Storm





THE NINJA WARRIORS



One of the most famous games in Taito's impressive stable of quality software is The Ninja Warriors. This fantastic side/scrolling, arcade fighting game, was a huge coin-op hit, and set the standard for games of its type for many years to come. Ninja Warriors appeared on both the PC Engine CD and the Mega CD much to the delight of Japanese gamers, but never had a chance to make any sort of impact on the 16-bit Nintendo....until now! This new SFC/SNES Ninja Warriors only shares its name with the coin-op classic, other than that, everything is completely new. In this version of the Ninja Warriors, the story begins with a powerful eco-

nomic nation in the midst of an important turning point that may threaten its very existence. An evil tyrant "Banglar", is using his army of thugs to coerce and brainwash the people of the nation into giving him absolute power. It seemed as though the prospect of an amicable nation was also destroyed....but a glimmer of hope did indeed remain. A small group of revolutionaries, led by the rebel "Mulk", plotted to overthrow Banglar and his evil storm troopers and bring the balance of power back to the people, where it belonged. While Mulk was testing his secret weapons (three high-tech robotic Ninja Warriors), Banglar launched an attack of his own and Mulk was forced to use his unproven robots. In this one player game, you can select from one of three Ninja Warriors: Ninja - a 6 foot 9 inch tall, 1500+ pound robot; Kunoich - a 5 foot 6 inch, 143 pound female robot; or Kamaitachi - a 6 foot 1 inch, 220 pound hybrid robot. First of all, let me say that this game is absolutely fantastic, easily the best game of its type for the SNES, and eclipsing even its legendary arcade papa. The big Ninja is great with his manly-man throws and the girl is a smooth, fluid, thing in motion, that is fun to play. But, if beating the game is your main focus then pick the Swiss army-double edged-cuisenart gnarler named Kamaitachi. The graphics and animation in NW are amazing, and the coloring and shading are great. Everything you see is very high-res and all the characters fall into that magic not-too-big-not-too-small category but, it is the character animation that impress the most. The only side/scrolling fighting game that offers this level of smooth movement is Capcom's Punisher, in the arcade (my #1 favorite action fighter). The arcade comparison is appropriate because from the play control to the music, your gettin' the arcade experience at home baby! If NW had more than 7 levels and had 2 players, it would be on my SNES top 5 list, and what a list that is! - K.LEE



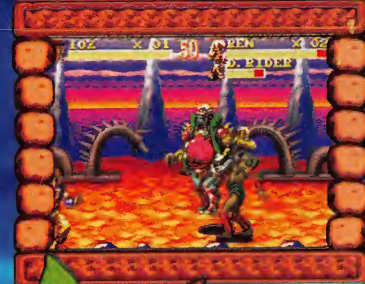
The Pirates Of

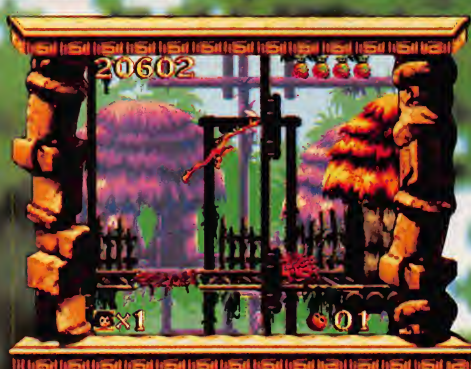
DARK
WATER

Sunsoft has graced the video game industry with some great games in its time, like Blaster Master on the 8-bit and more recently Aero the Acrobat on Sega and SNES. Their latest addition to the world of gaming is Pirates of Dark Water, which takes a fairly common concept and makes a good game out of it. On the world of Mer, Ren learns of his destiny from the dying King Bloth. He, along with his friends Ioz and Tula must find all the treasures of Rule in order to return his homeland to its previous stature. The play control in Pirates is very similar to Final Fight with

numerous moves and attacks for each character. The levels are actually longer than Final Fight or Rival Turf, and once you get to the end of the level you're greeted by some pretty wicked bosses. The music is good, although it gets a bit repetitive after extended play. Graphically the game looks great but I would like to have seen more animation on the characters. Line scrolls are featured throughout and Sunsoft makes good use of the SNES's color palette with detailed shading and excellent artwork.

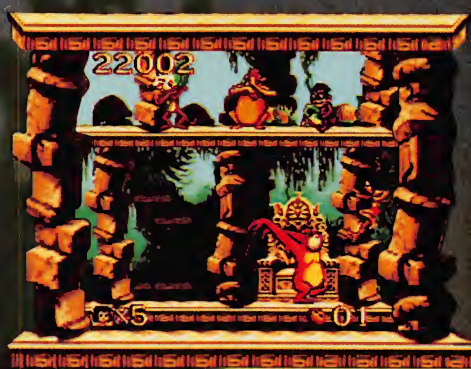
Normally, I would steer clear of the standard kick and punch game, but in this case there is enough diversity to warrant purchase and the game has a great story line derived from the TV series of the same name. Sunsoft continually puts out quality and Pirates of Dark Water is no exception. Although it doesn't pack the punch of an Aero or Warner Bros. title it still makes a brave attempt at a dying genre. - Joe D

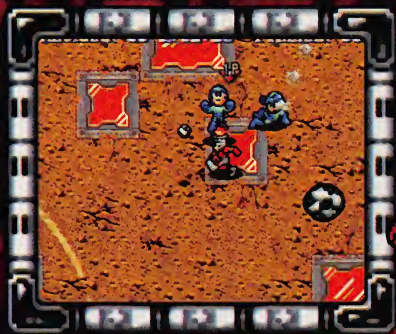




Great action platform games have been few and far between on the SNES for some time but here is one that should satisfy even the toughest critics, **The Jungle Book**. Orphaned as a young boy and raised by a pack of wolves, it is up to you to get 'Man Cub' back to his own kind after being cast out by the wolves. This game features the best animation I have ever seen on the SNES along with brilliant color and artwork. This is a first class effort all the way! The levels in Jungle Book are as diverse as they come with virtually no repetitious game play. They are long and very fun to play, stretching both vertically and horizontally. The character interacts with much of the backgrounds as well as friends and enemies making this a complete Disney movie experience and a great game. Playing this game made me wish that the Sega version of Aladdin had been released on the SNES. The added color and great music really comes across in this one. The JB team at Virgin has definitely got the SNES dialed in. We'll have more on Jungle Book next month. - *Takahara*

WALT DISNEY'S CLASSIC The Jungle Book

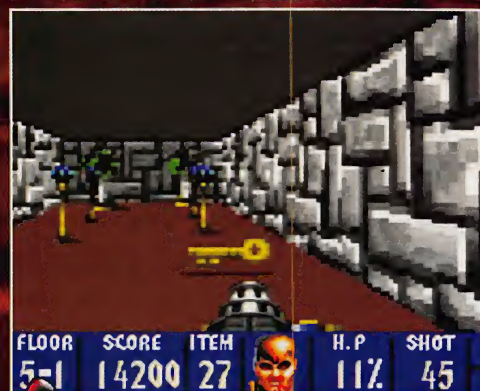




MEGAMAN'S SOCCER

In what could be considered a stroke of good luck for SNES owners everywhere, Capcom is bestowing upon us a second Mega Man game for the 16-bit Nintendo in early '94. This time around, Capcom's titanium mascot finds himself in a fast paced, easy-playing arcade style, soccer game, that has the potential to attract both the Mega Man devotees and soccer fans eagerly awaiting this year's World Cup competition....and now on with the festivities. In Mega Man Soccer, a mysterious explosion has brought an important sports match to a halt, forever changing the way the game is to be played. Dr. Light, creator of Mega Man, must modify our titanium hero to take on an evil group of robotic soccer players who, if victorious in their match, plan to take over the world. In typical GameFan tradition, we shall not dissect this game and give away too much, as this is just a preview. What can be said, however, is that MMS has the potential to become a major hit. The graphics are well shaded and very high-res. There are many different, and very cool, backgrounds which add diversity. Most importantly, it's a blast to play either against the computer or a friend. We'll go more in depth on this great new title in a future issue of GameFan and maybe, if we cross our fingers, Capcom will give us another Mega Man for '94. - K. LEE





Wolfenstein 3D

Can you overcome the evil of Nazi Germany and destroy the leader of the Third Reich, Adolph Hitler? In Wolfenstein 3D, from first year publisher Imagineer, it is your duty to infiltrate the castle and bring an end to the reign of terror by demolishing what is left of the inner sanctum of the Nazi war machine. At least this is the story that the designers had intended for you. Wolfenstein 3D is based on the revolutionary, violent PC game by ID Software. This multi-level, first person contest will



test your metal against some of the nastiest villains ever seen in a video game. The first person graphics are similar to those Ocean used in Jurassic Park and seem to be loosely based on ID's 3D graphics system. The game is being toned down some for its SNES release, but all of the action that made the original a classic is present in the Nintendo game. In fact, even though the Hitler/Nazi war machine storyline has been edited for Nintendo's "Liddle Kiddie" marketing program, you can still see swastikas and Hitler's likeness on the capitol walls (you know, it's the between level text that's important...not the actual game environment! Someday, somebody is going to have to explain Nintendo's censorship rational to me...it's too complex for my little pee brain). The only real negative to Wolfenstein will apply only to those of you who have seen the PC game, and that is that the SNES just doesn't have the horsepower to effectively present the awesome 3D environment that is key to the game. Also, in making the transition to 16-bit, the censors have had their day and the graphic violence that was so gripping in the original is much tamer now. Taking both of these comments into consideration, I still recommend this title for its great play environment and intense action. Wolfenstein is one of the best action games on the SNES and one of the most engrossing, addictive titles of the year. Imagineer has shown excellent taste in their first two releases and it looks like a strong, new publisher has found its way into the world of Super Nintendo. - Talko



Level
4-2



Eek! The Cat

Take Eek the Cat. He's well meaning and goodhearted, but tragically unlucky. Throw in some ill-fated friends stuck in a series of extremely sticky situations and you've got Ocean's upcoming release Eek! the Cat. This action/puzzler is composed of five stages wherein you must protect your friends from imminent disaster and steer them safely to the exit. Armed with only a wet fish and careful planning, Eek has to kick, push, switch, and basically do whatever it takes to keep Granny, Anabelle, the Squishy Bears and even Father Christmas from horrible happenings. The game itself is all about interacting with your dazed and confused friends. By carefully planning out each level, you can safely get them through the hazards and pitfalls with as little damage as possible. The graphics and music in Eek the Cat are excellent and the characters are drawn and animated just like the cartoon series...KUMBAYA! Featuring a special brand of humor, unique gameplay and the right amount of action and puzzle solving, Eek the Cat offers a nice change of pace from the recent look-alike, play-alike games that have been coming on stream lately. - Bud D.

FEED ME



THE FLINTSTONES[®]

THE TREASURE OF SIERRA MADROCK

Yabba dabba doo! Well... maybe. One of everyone's favorite cartoons of yesteryear, The Flintstones, is about to make its debut on the Super NES. The story line is simple. The Grand Poobah of the Water Buffaloes club is announcing his retirement and he has devised a plan to choose his successor. The first Water Buffalo in the town to find the sacred treasure of Bedrock will be crowned the Grand Poobah. Learning this, Fred and his faithful companion Barney set out, on the long journey through Bedrock, to find the treasure. The game plays very similar to Super Mario Bros. and has some Joe and Mac characteristics as well. Fred and Barney must roll dice to decide how many spaces to move (it's almost always a 1), and if our Bedrock buddies beat the level they land on, that is where they will roll the dice next. There are four main parts of Bedrock to go through and in each one there are bonus levels, bosses and the old ball and chains, Wilma and Betty. They drag you back home, by your collar, if they catch you. The object in each level is to catch up to one of the other Water Buffaloes and challenge him to a race in the town coliseum. Only after beating him there (a la Mario Kart), can you advance to the next level. We'll go in depth on control, graphics, colors, artwork, music and playability when we review the Flintstones. In my opinion the game still needs some tweaking on the control side and I miss the moves found in the Sega version, but overall this game should please fans of the Flintstones. - Joe-D



LETHAL ENFORCERS™

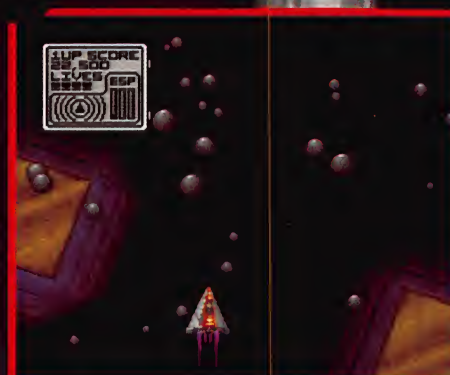


You saw it on the Genesis and the SegaCD, so it was inevitable that you'd see it on the SNES. If you only own a SNES, now you can go to your favorite video game retailer and buy a really big box, containing a great game, and the ever so deadly, Justifier. Oh, and if you're not 17, no worries, Nintendo hasn't adopted a rating system as of yet. Now onto the game. As you can probably imagine, anything that is done by Konami is good, if not great. Lethal Enforcers certainly falls right in line with the Konami line up. The digitized graphics are done very nicely giving the full arcade effect, and the sound FX is all there right down to the "don't shoot" and "ya missed me". The Justifier also works very well (unless you're shooting at a 12 inch screen from 8 feet away). The SNES version plays exactly the same as all of the other formats where you must shoot all the bad guys in hijackings, bank robberies, etc... while avoiding Mrs. Jones who's making her social security deposit in the bank, Oops, I

think I just hit her. Well, now she can collect disability also. If you were a fan of the arcade, or your backyard isn't big enough to blow soda cans off a fence post with your .22, Lethal Enforcers for the SNES will provide you with plenty of satisfaction.

- Joe D





SNES PREVIEWS

This month, we direct our attention to two games that look especially good for the SNES; *Addams Family Values*, from Ocean and *Space Ace*, from Absolute. The *Addams Family* game is reminiscent of the classic 8-bit title from Sunsoft. This Action/Adventure title sports some of the most detailed and colorful graphics you have ever seen on the SNES, along with a truly great soundtrack. Look for lots more on this one as soon as Ocean lets us roll it out. Absolute has taken the boring LD version of *Space Ace* and turned it into one of the most fun and unique SNES titles in recent memory. A marriage of reflex action and platform jumping adds up to a fun game. The color, graphics and music in this game are all excellent. We'll have a full review next month. - E. Storm



FROM THE MINDS THAT BROUGHT YOU CLAY FIGHTER.™



First they brought you Clay Fighters — the clay animation heroes that hilariously ruled the Super Nintendo action scene. Now, the Interplay team introduces *Claymates*™ — five amazing clay animation characters to bring you hours of action-packed fun.

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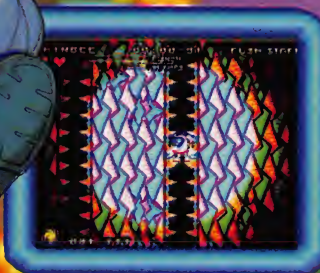
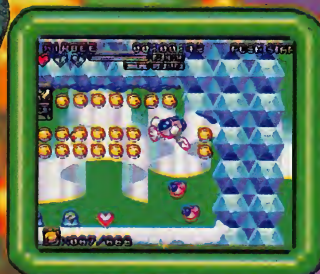


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Twin Bee

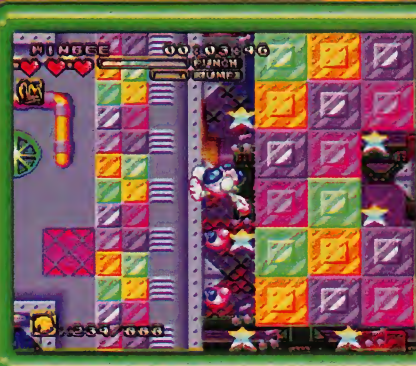
When I think about Konami one word always pops into my head...tradition. For years now they have brought us incredible games both in the US and Japan. Speaking of Japan, that is where the Twin-Bee characters became famous, similar to our Warner Bros. characters. Twin Bee appeared first on 8 bit then made there way to the PC Engine and finally to the Super Famicom with a successful line of overhead shooters. This is the first time they have been showcased in an action title. Twinbees are actually pods piloted by one of three human characters, Twinbee, Gwinbee and Winbee. They each have there own method of attack and strengths and weak-



nesses. The game plays like a mixture of Sonic and Mario with added flight techniques. The pods can fly and hover or power punch by charging and capture and upgrade several weapons. The game itself is made up of huge mazes, stretching both horizontally and vertically (you can fly 9999 meters straight up) so alot of searching is required to clear each stage. But that's OK, the graphics, playability and music are so good that you won't care how long it takes, this is a great game. Because it is so unique and so different, (as is Goemon,



Use this simple pattern to defeat the third level boss!



Konami's other famous Japanese characters) Twinbee's fate over here is still unknown. Releasing a game without a big name behind it is a big gamble these days so Konami is being careful and watching this games progress overseas before they make a decision. Personally I feel like that is why we are here. If there is a great game out there that people know little about it is up



to us to bring it to you and see if you react. Look at Gunstar Heroes, No one knew what that meant 6 months ago but they are fast becoming a household name. I think the same would probably happen with this game it if were to come out here, we'll see... We just had another tremor, so I gotta go... fast! - Takahara

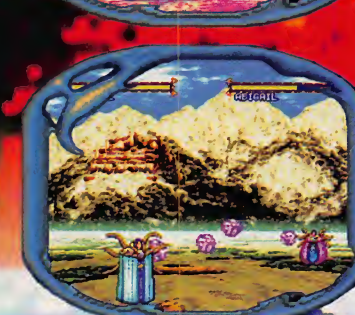
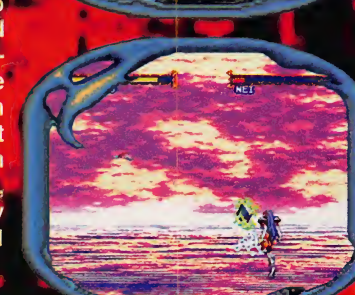


BASTARD



With the lack of quality softs available for the Super Famicom (the Japanese version of the SNES) it seems that most companies instead of wanting to make games like Gunstar Heroes and Mega Man still believe that Mode 7 can sell a game. I don't think so. 'Bastard', the new fighting game from Cobra Team, is about as basic as you can get in a fighter. While most of the backgrounds in the game are sharp and have very cool Mode 7 effects, the thing I didn't like was how slow the game was and the lack of any challenge or strategy. You simply move right, left, up and down and try to shoot the other guy. Most of the time I found myself going crazy because it's more of a shooter than a fighting game and as a shooter it's very weak. The characters are drawn like stick figures, and in order to do a move you have to do like a 6 button combination which rarely ever works. And when it did work, I really never found the moves to go with the flow of the game. If they would've taken the background and turned it into a full on shooter like Thunder Force than this could of been a great game. More companies need to go back to the basics and make games from scratch. They should design there own and take input from all those game players that are never given a chance because of age or position. You can find them lurking in the hallways of most companies but seldom are they heard. Cobra Team has taken fighting and shooting, combined them and then basically run out of ideas and released a real turd with great graphics. I'll pass.

- Enquirer





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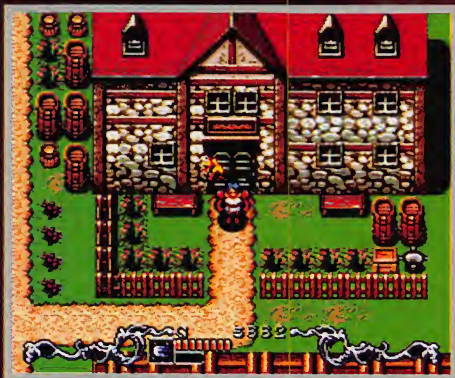
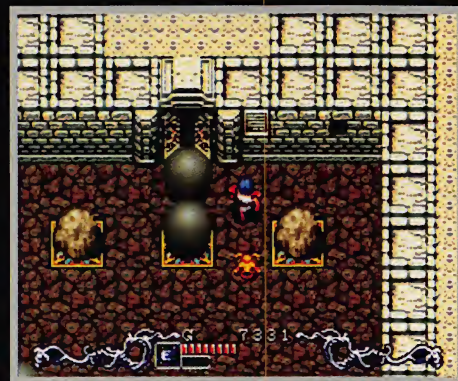
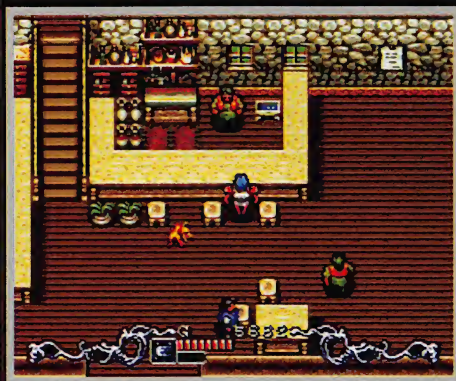
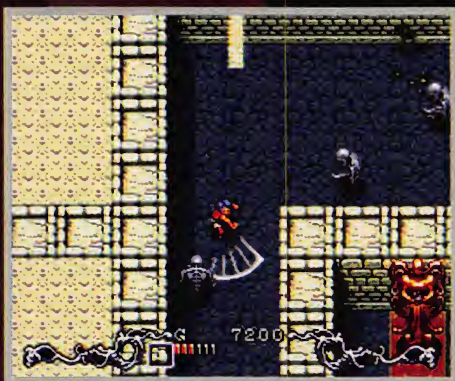
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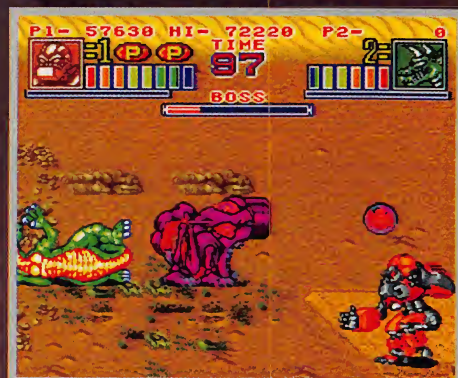
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E Storm's Import Update

SUPER FAMICOM

This month, we're taking a look at Enix's Brain Lord, a game that WILL be making its way to the US this year. Brain Lord plays a lot like Zelda and has the graphic and musical quality you've come to expect from Enix. Illusion of Ghia will be Enix's first US release this year (also an amazing game) and then look for Brain Lord to follow close behind. Also pictured here, and coming soon to the US, is King of the Monsters 2 from Takara. If you liked this game in the arcades you won't be disappointed in this great SNES translation. It's all here, from the titanic sounds to the huge sprites. All of these games are out now in Japan but on their way to the US as we speak. The other game shown here is the amaaaazing looking new Final Fantasy 6, a 24 Meg RPG player's dream come true! You can bet that the lines for this game will start forming about 2 days prior to the release of this, Japan's favorite game, this April 2nd. A US version of this game is also scheduled for October this year. Will FF 6 (3 in the US) and Lunar 2 duke it out for RPG of the year? You can bet on it! Square is also readying Breath of Fire for a July release. More rpg's...I love it! See you next month with lots more from Japan.





Will You Accept the Challenge of a Jedi Knight?



Teach a gruesome ice beast a few manners as only a Jedi Knight can!



Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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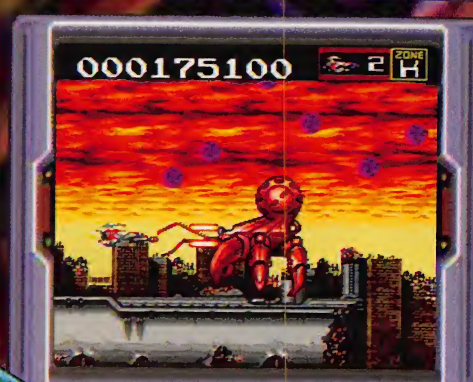


PC Engine shooter fans are no doubt familiar with the Darius name. The original stands as a PC Engine classic and even today the music CD (from the popular Zuntata band) continues to sell in Japan. Now comes the second installment, this time on Super CD. Although this is a new game, it's old news to Mega Drive and Genesis owners. It's pretty much a copy of Darius 2 (Sagia here in the US). As expected, the soundtrack is great, but the game itself pales in comparison to



SUPER DARIUS II

the original version. The graphics in Super Darius are great but the game is plagued by repetitive back grounds, slowdown, and flicker. Another annoyance are the cheeseoid sound effects. We've all heard them, those famous PC Engine static crackles that make the hair on your neck go up. Oh-yea, they're in there. Big time Darius or Zuntata fans my want to seek out this title for its soundtrack and overall bigness (it's 28 levels altogether) but, those in search of the ultimate shooter should pass on this one. With the new card upgrade just around the corner, great shooters are sure to follow. - E storm



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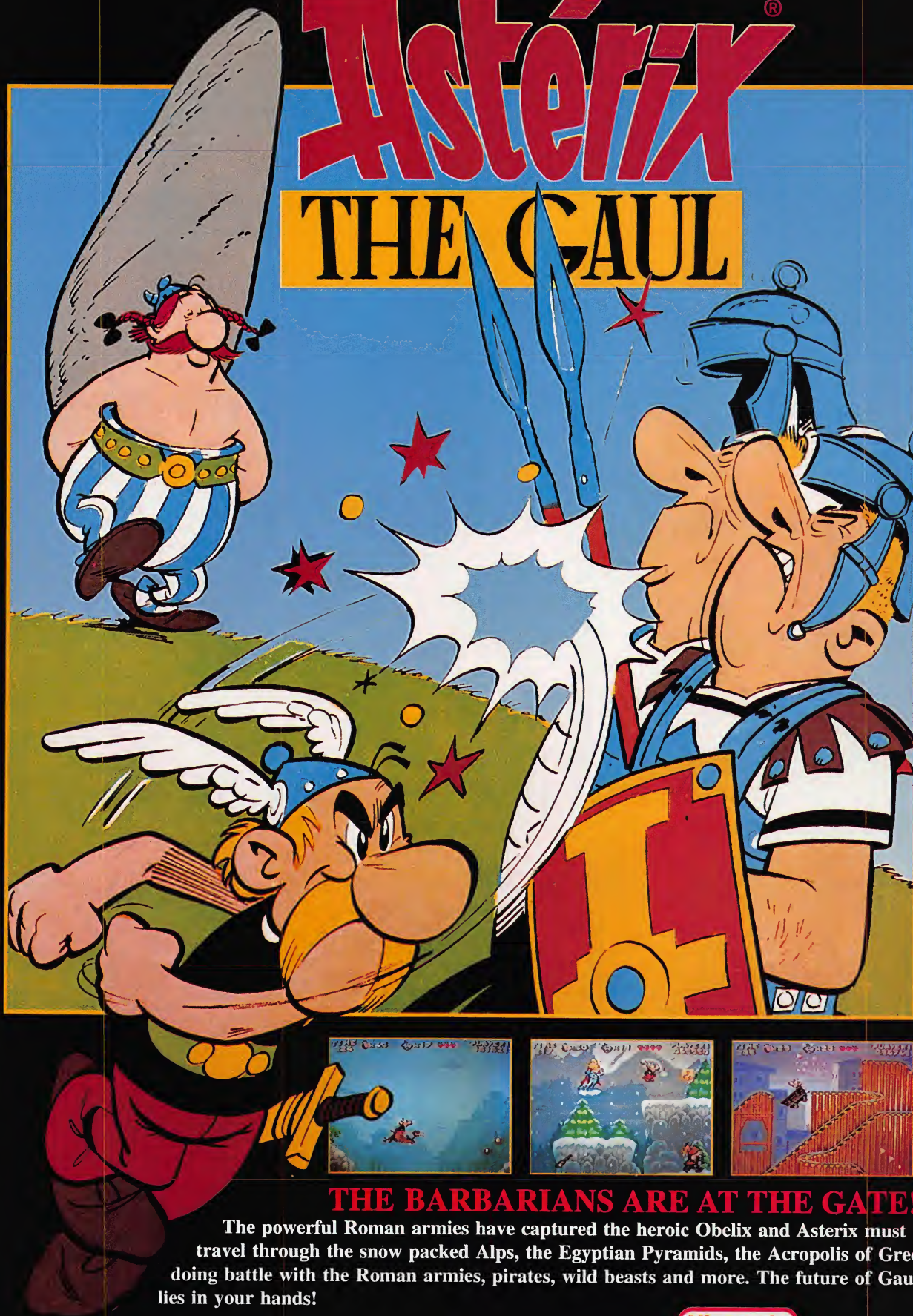
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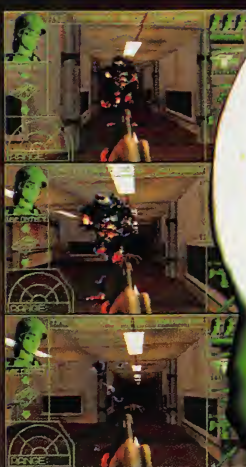
JAGUAR DOMAIN



One of the most anxiously awaited Jaguar titles has got to be *Aliens vs. Predator*. This 64-bit, first person search and destroy is the first game to really show of the system's potential. The shots you're looking at here are early so a lot of the sprites aren't final, but what we can tell you is that the frame rate is unbelievable. It is at least twice as fast and smooth as the 3DO's 'Monster Manor' (which has no floor or ceiling), especially when you play as the Alien—those Xenomorphs can really fly! The objective changes as you assume the role of either the Alien, Predator or Colonial Marine. As the Marine, you must wipe out the Aliens and the Predators including their home bases. As the Alien or the Predator, you must make it back to your ship...alive. The complex is fourteen levels and you start right in the middle! As the marine, you can use the computers but as



the Alien or Predator it will take speed or power to get you through. As soon as we can get a final on this one we'll bring you a full-on gnarler review. The street date for AVP is set for April. We met the head of Rebellion (the team responsible for this and the upcoming Checkered Flag 2) at the CES and were very impressed at how dedicated they are to not only the Jag but to you and I! Everything they do for the Jag will surely be an event in itself! Enjoy Tempest and I'll see you soon in the halls of AVP!



A L I E N

VS

PREDATOR



TEMPEST 2000



As countless companies search and survey for the next big thing, Tempest 2000, based on a design dating back to 1981, will surely become one of your most cherished pieces of software the minute you start to play it. If you haven't purchased a Jag because you've been waiting for that first 'real 64 bit' game to surface then wait no longer, the time has come! Tempest 2000 harbors four individual Tempest games: Traditional Tempest, a good training ground for the more advanced versions;





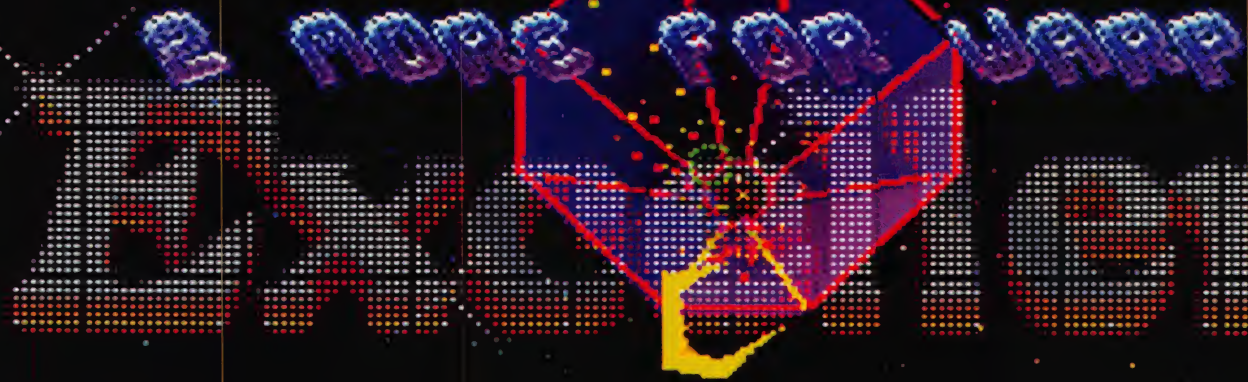
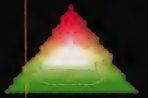
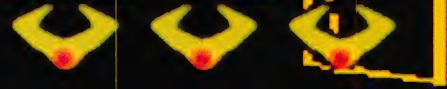
Tempest Plus, a combination of 2000 and Traditional, where you can use the assistance of a droid or second player; Tempest Duel, where two players go head to head; and Tempest 2000, a one player blast fest that'll suck you in for so long that you'll leave permanent buttmarks in the family sofa. From the opening title screen to the awesome techno and blaring gameplay this is shooting bliss! The speed and flu-
idity in which everything moves screams 64 bit power as you acquire the much needed, all new power ups and blast your way through constant and ever changing colorful, shaded shapes. My advise in 2000 is to locate the first enemy in the sphere, shoot him, wait in that spot for the particle laser power up and then shoot well in an effort to receive your third power up which is the jumping option. This power up is the secret to success. The A.I. Droid is another great new option, he acts like a second player, shooting everything in his path. As you progress in 2000, things heat up with each new shape to the point where you are so dialed in that you will feel like the controller is an extension of your body. It's engulfing, it's entertaining and it sounds freakin amazing as it rocks and talks....All this is housed in a cartridge!

Although I may sound excited about Tempest 2000, the only real way for you to know how cool it is, would be to actually play it. This is one of those rare games that you just can't put down. In fact, I believe that this game by itself is worth the Jag's price. Tempest 2000 is further proof that the next level of gaming has arrived, I say that having never played Tempest prior to this day. These graphics, coupled with the awesome play mechanics and the best techno I have ever heard could not be even closely matched on any other system currently available. The Jag is for real, I hope it lasts.

-E Storm



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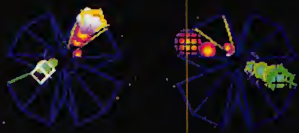
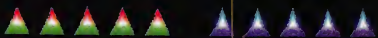
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TO PLAY

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TEARFEST 2000
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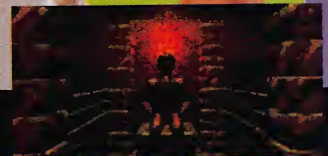
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Meet Our Soul Survivor.



Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



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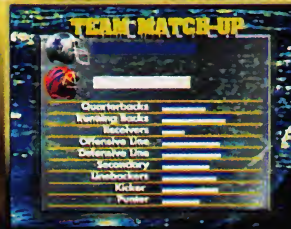


Twisted

This game really is TWISTED! You are in control of a broadcast quality game show that is kind of a bizarre combination of Concentration and MTV. Humor is the key in Twisted as you and up to three friends compete on the Humongous Helix (90 stairs that offer different board game style puzzles), overcoming a series of challenges to reach the top and victory...an all expenses paid trip out of TV Wasteland to REALITY...or whatever lies on the other side of your TV screen. With a roll of the Cyber-Die, you are off and moving around the game board and responding to the puzzles and curve balls that the matrix throws at you. The interaction is non-stop as the show's host, Twink Fizzdale cracks jokes, bags on the contestants and makes your life a living hell as you answer trivia questions, sort out face puzzles, "zap" commercials and try to avoid the Torture Square and the Bomb. Twisted is an extremely unique game and one that, after many plays, remains surprisingly fresh, thanks in large part to the CD-ROM's massive storage capabilities and the quality humor found throughout the game. I expect that this will become somewhat of a party favorite in the near future. And that is really how the game should be played...the more, the merrier. Although action fans might yawn at the prospect of a game like Twisted, they should take a second look. The game is challenging, creates great competition in multi-player mode and is hilarious. EA has a very unique, gutsy game in Twisted and one that every 3DO owner should take a look at. - Talko



NFL JOHN MADDEN FOOTBALL



EA Sports has rewritten all of the standards when it comes to football game design with Madden 3DO. As you may have seen in the last couple of editions of GameFan Sports, this version of Madden has established new levels of graphic and play quality that are unmatched in the history of video games. I have been playing this game extensively over the past few months and I am still completely engrossed and addicted to Madden and my 3DO. When you play the game, it is not enough to simply go through the playoffs and to the Super Bowl with your favorite team. You will find yourself picking every team in the league and, before you know it, you're taking control of Tampa Bay with visions of world championships dancing in your head. With all of the firsts that Madden 3DO has established, the primary achievement is EA Sports' complete, broadcast quality presentation that has Madden in the chair, taking you through the playoffs with commentary and team analysis that is FAR beyond anything you've experienced in a video football game. The great thing about all of this is that you can **PLAY** this broadcast, not just watch it. This is NOT Multimedia...it is sports gaming at its pinnacle that just happens to have a TV broadcast wrapped around it. This game is definitely a keeper and one of the best reasons to consider buying a 3DO...gaming doesn't get any better than this. - Talko

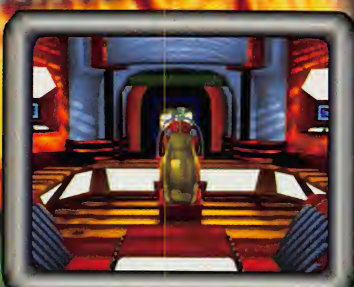
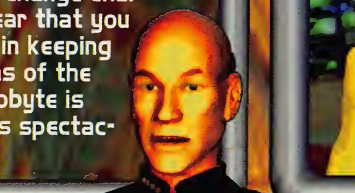


STAR TREK

THE NEXT GENERATION

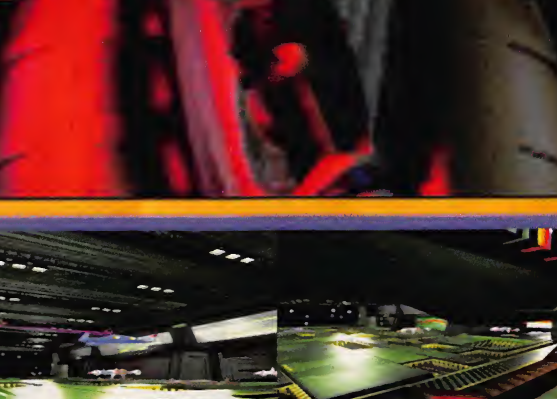
Spectrum Holobyte is currently moving at warp speed to deliver what looks to be the definitive Star Trek game, *Star Trek: The Next Generation "A World For All Seasons"* for a spring release.

As in the series, *ST:TNG* is based on a complex story line full of action, drama and intrigue. The *Enterprise* and its crew find themselves embroiled in a civil war that will determine the future of an entire planet. In this epic game, the player will have to work to unite warring factions and ultimately save an ancient, endangered race. In addition to the interactive story telling nature of the game, there are going to be three different arcade sequences, including the all-out digitized, real time space battle shown here. What will make this title unique is that the engine used to create the interactive environment in the game has been designed so that every game played becomes a new adventure. This is accomplished, in part, by allowing the player to switch between characters during the flow of the game. You can begin the game as Deanna, switch mid-game to Captain Picard and finish the game as Data, changing the nature of the experience as you change characters. The graphic quality in the game is so high that you'll swear that you are talking to the real characters and the music promises to be in keeping with the somber nature of the plot. This is the game that all fans of the series have been dreaming about and it looks like Spectrum Holobyte is going to make it worth the wait. Look for more coverage of this spectacular new title in future editions of the 3DO Zone. -Talko



SUPER WING COMMANDER

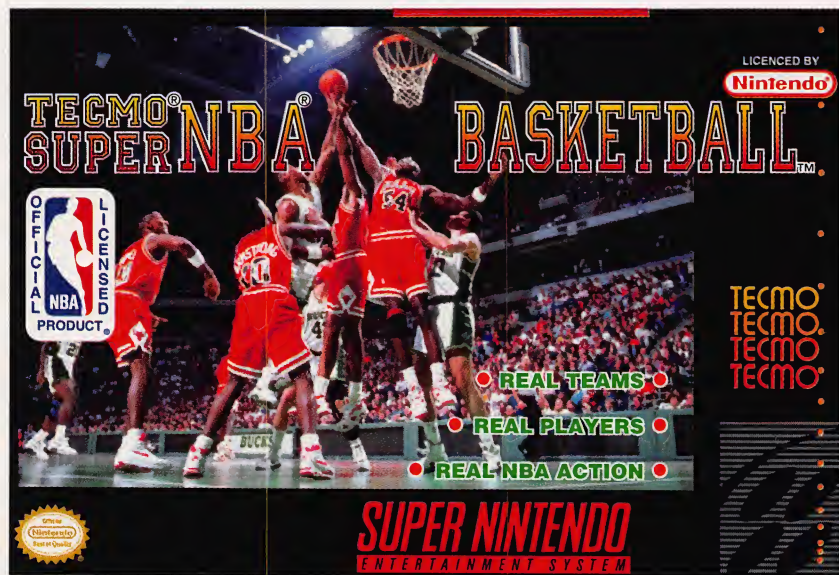
It is the 27th century and mankind is locked in a deadly war with the Kilrathi Empire. It is the charge of you and your wing men to battle the tiger-like Kilrathi aces in deep-space dogfights in an effort to save humanity. In Super Wing Commander, the plot evolves through a Hollywood type, cinematic storyline that stretches over 72 levels of intense dog fighting action. For anyone familiar with the PC or SNES Wing Commander games, you are going to be thrilled with the upgraded 3DO version of the game. Super Wing Commander takes the technology one step beyond, using the advanced graphic capabilities of 3DO. All of the spacecraft and cinematic sequences have been completely re-drawn in thousands of true colors, giving them a photo-realistic look. And the gameplay is as engrossing as in the other versions of the game, with a combination of action and strategy that will have you playing again and again. Although the version of the game that we received is not quite finished, Super Wing Commander looks to be one of the best titles that will appear on the system this year. Look for a full review of Super Wing Commander in an upcoming issue. - Talko



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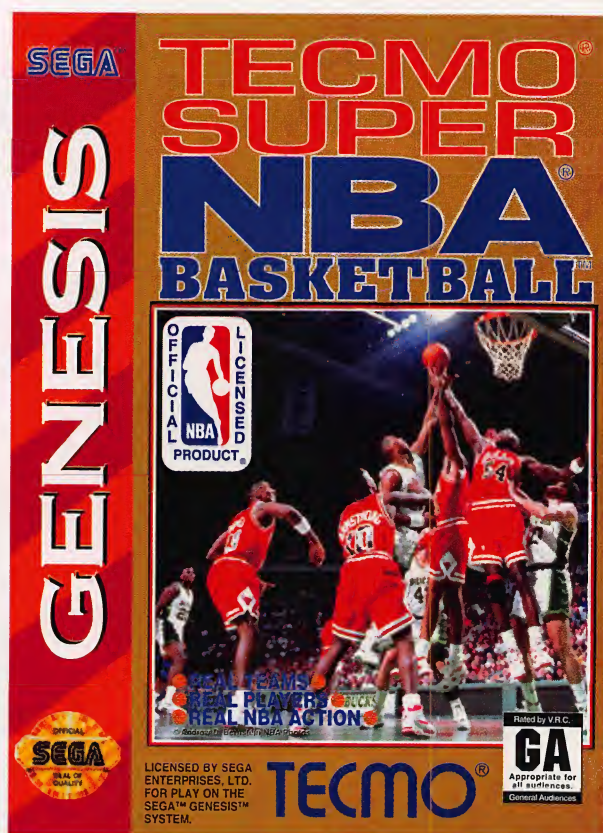
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OFF WITH PEBBLE
BEACH GOLF
LINKS ON 3DO**

**WORLD EXCLUSIVE
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ALSO INSIDE:

**WORLD SERIES BASEBALL
PEBBLE BEACH GENESIS
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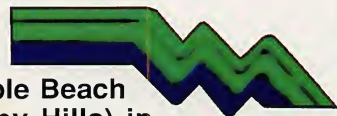
TALKO TALK

As you can see in the pages laid out before you, the new PGA season is in the air and golf games are a big item in the sports gaming market this spring. Golfers and gamers are a lot alike. They both possess almost a religious conviction and dedication to the hobby and are likely to drive their friends and relatives nuts with their obsession. I happen to be afflicted by both diseases. In the video game world, golf games have been some of the more successfully designed sports games across all platforms and they have been some of the most consistent sellers. PGA Tour from EA Sports, Hole In One from HAL, Arnold Palmer from Sega and the True Golf Classics series from T&E Soft have all sold well since release and they continue to be displayed on retailer shelves. If you think about it, golf games are a great way to judge the success of the next generation hardware platforms. Golfers tend to be in the adult, upper middle class grouping and they are the ones that have the discretionary income to purchase systems like 3DO, Jaguar, PS-X, Saturn, etc.. It is no coincidence that golf games are usually among the first to appear on any new platform, they help move hardware. If you have 700 bucks to drop on 3DO, the logic goes, then you likely fall into a certain demographic (advertising lingo) that typically overlaps with the golf world. In addition, sports games represent up to 30% (depending on whose numbers you believe) of total software sales in the US and golf is one of the more popular styles of games worldwide (especially in Japan). So, when you see Pebble Beach and, later this year, PGA Tour and Waiheale Golf at your local game store, think about how those hackers are driving hardware sales. If you make them happy early on, then all of you action gamers out there will be much happier later.

- Talko

**TRUE
GOLF
CLASSICS**

PEBBLE BEACH GOLF LINKS



Like most golfers, I have never played Pebble Beach or its sister courses (Spanish Bay and Poppy Hills) in Carmel, California. What sports video games have been attempting to achieve over the past twenty years, I believe, is a greater and greater degree of accuracy-both in terms of the graphical depiction of the game and in the play mechanics required to simulate the real thing. With 8 and 16-bit systems, the desire was there but the systems did not have the horsepower to drive the developers' dreams of simulating a "real" world. Now, the gaming world has 3DO and sports gamers have a chance to finally compete in an electronic world that rivals the real thing. Thanks to Panasonic and T&E Soft, golfers and gamers alike can now play, electronically, on a virtual copy of one of the most beautiful courses in the world and experience what few people have been able to...a four day tournament at the "clam bake". This site is the home of the AT&T Classic (formerly the Crosby) and is considered one of the toughest courses on the PGA Tour. Whether conditions change from one moment to the next and the wind is a constant threat to those trying to break par. Through the sheer graphical power of 3DO, these changing conditions have been captured in this game and the graphical detail of the course is accurate to the most minute detail! I have been playing golf since I was 13 years old and golf video games since

Hole 1



Pebble Beach Golf Links

Hole 2



Pebble Beach Golf Links

Hole 3



Pebble Beach Golf Links

Hole 4



Pebble Beach Golf Links

Hole 5



Pebble Beach Golf Links

Hole 6



Pebble Beach Golf Links

Hole 7

Pebble Beach Golf Links

Hole 8

Pebble Beach Golf Links

Hole 9

Pebble Beach Golf Links

the days of the Atari VCS...hoping that this day would arrive. Pebble Beach Golf Links not only looks like a dream, but plays like one as well. Making use of the transparency capabilities of the 3DO, T&E reworked the swing mechanism from the SNES version of the game and created a working mechanic that keeps you on the course instead of concentrating on icons that take away the feel of physically being on the fairway. Like the 16-bit versions of the game, Pebble Beach keeps track of your statistical performance over the course and will create a history and adjust the handicap for your golfer. Sports gaming just does not get any better than this. Feature for feature, it is the most complete, dedicated simulation ever created for a video game system and, with its real-time imaging, masters even Links 386 on PC. If you own a 3DO, this is a no-brainer. A quality game like Pebble Beach Golf Links will always have a place on my shelf. - Talko

Hole 10

Pebble Beach Golf Links

Hole 11

Pebble Beach Golf Links

Hole 12

Pebble Beach Golf Links

Hole 13

Pebble Beach Golf Links

Hole 14

Pebble Beach Golf Links

Hole 15

Pebble Beach Golf Links

Hole 16

Pebble Beach Golf Links

Hole 17

Pebble Beach Golf Links

Hole 18

Pebble Beach Golf Links

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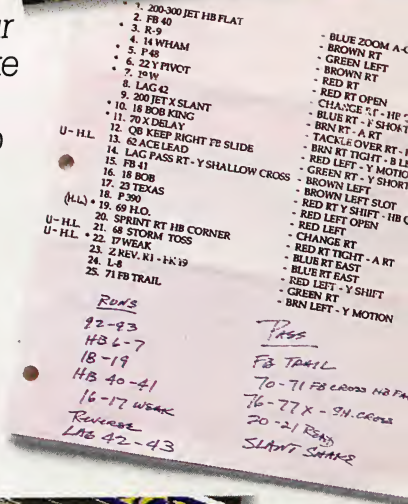
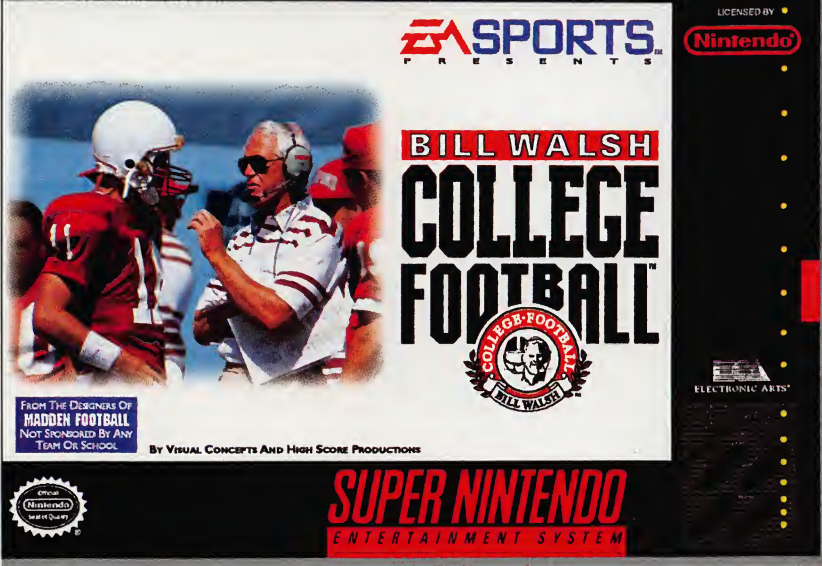
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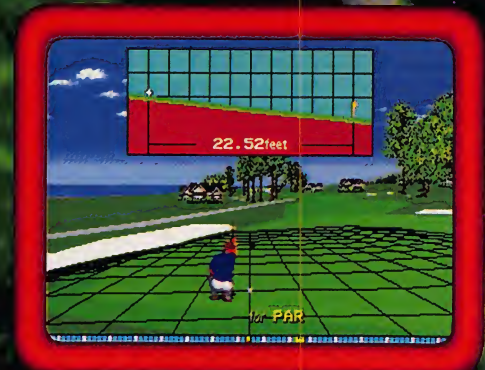
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PEBBLE BEACH GOLF LINKS



Like its 3DO and SNES brethren, Pebble Beach Golf Links, from Sega Sports and T&E Soft, is an incredibly detailed, realistic golf simulation for purists of the sport. But it is also for those who have never had the experience of jacking a tee shot through some one's plate glass window or three hopping a gopher killer through a dreaded body of water. Pebble Beach will keep track of all of your most telling playing statistics on the course, as well as

your progress through the tournament. You can also practice any hole on the course and participate in Skins play. The development team has done a tremendous job of bringing the Polysis 3D system to the Genesis and in tweaking the existing program to make it even better than the SNES version. A good example of this attention to detail is the golfer that represents you on screen. In the SNES game, the character didn't appear until you had gone through the swing mechanics. In the Genesis game, he (or she) is there the entire time. It may sound like a little thing, but it goes a long way toward making a more realistic play environment and it gives you an idea of just how unrelenting Sega Sports is becoming in their goal of producing the best sports software on 16-bit. Very few sports simulations can actually improve your play in the real game...Pebble Beach Golf Links is one of them. With one of the best courses in the world to play on, fantastic graphics and the best play mechanics to be had in a golf game, you'll want to spend a lot of time at the beach. - Talko





SEGA
SPORTS



Sega Sports is swinging for the fences with what looks to be the best game of baseball ever created for a video game system, World Series Baseball. This game has it all...incredible graphics and animation that put you in all of the major league ballparks, all of the real players, great play by play, a full season of play with statistics and league leaders and, basically, everything the game has to offer...including the stadium vendors (hot dogs heeere, get your hot dogs!). WSB looks to have the perfect combination of arcade playability and the lasting value of a simulation. World Series Baseball is, by far, the most ambitious sports project taken on by any publisher to date. We will tease you with this short preview, but you can look forward to full coverage of this revolutionary title in next month's GameFan Sports when we will let you know if it plays as incredible as it looks. March 24 is the date to mark on your calendar if you're a baseball fan because it doesn't look like it gets any better than this. - Talko



PLAYERS MLBPA BASEBALL



EA Sports is set to release the best SNES baseball game to date in MLBPA Baseball. Although the game is not going to satisfy purists needs for the "perfect" electronic game of baseball, it is very entertaining with excellent graphics, great music and the ability to play a full season (through password, 4 divisions) of arcade style baseball with all of the major league players. Where the game stumbles is in its "generic" feel and in its lack of simulation overtones. MLBPA Baseball offers only one stadium and has no battery for statistical tracking of the season. In spite of this,

the game plays like a bandit and grabs you and won't let go. If

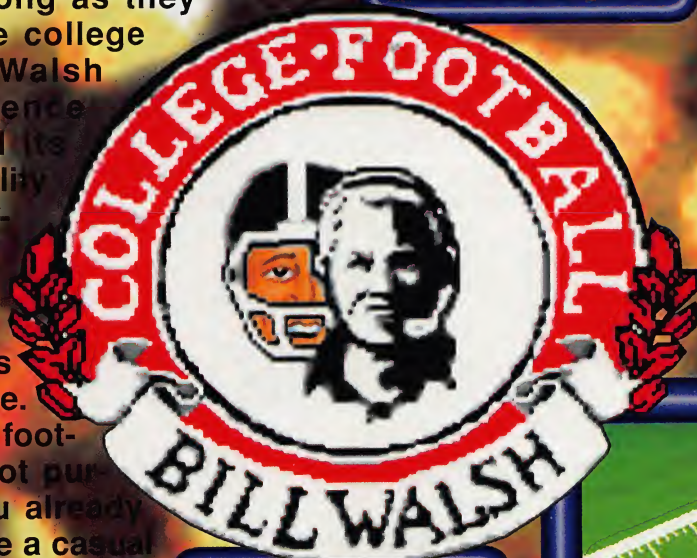
you've been a faithful reader of GameFan Sports, you know that I am

of the belief that long term interest in a sports title is created by giving the player other goals besides beating a computer opponent in one, or a series of, exhibition games, and in creating somewhat of a "role-playing" sports environment. Although this is missing in MLBPA, they have, in essence, achieved the same effect by giving you play mechanics, an excellent hitting system, speed and ease of play that makes you want to come back to the game again and again. In fact, it plays much like Baseball Stars 2 for the Neo Geo, arguably the best arcade style baseball game of all time. MLBPA Baseball is not the end all in 16-bit baseball games. But, until a better game comes along to knock it off of the hill, its the best game of baseball you can plug into your Super Nintendo. - Talko





EA Sports has taken a different plan of attack with Bill Walsh College Football on the Super Nintendo. On the Genesis, the Walsh game came out before Madden '94, using the same graphic engine. On SNES, Madden was born first and now Walsh has followed using the same 3D engine as SNES Madden. The graphics are just as strong as they were in Madden with the college game play that makes Walsh unique. One big difference between this game and its Genesis cousin is the ability to play a full college season (via password) against the other teams. The other is the inclusion of college rules and plays unique to the college game. The question for all SNES football fans is whether or not purchase is warranted if you already own Madden '94. If you are a casual fan, the answer is probably...no. But, if you want to take a stab at the college game and pilot the ol' alma mater to the national championship, or, like me, football is THE genre of sports video games, this is the game for you. - Talko



QUARTER



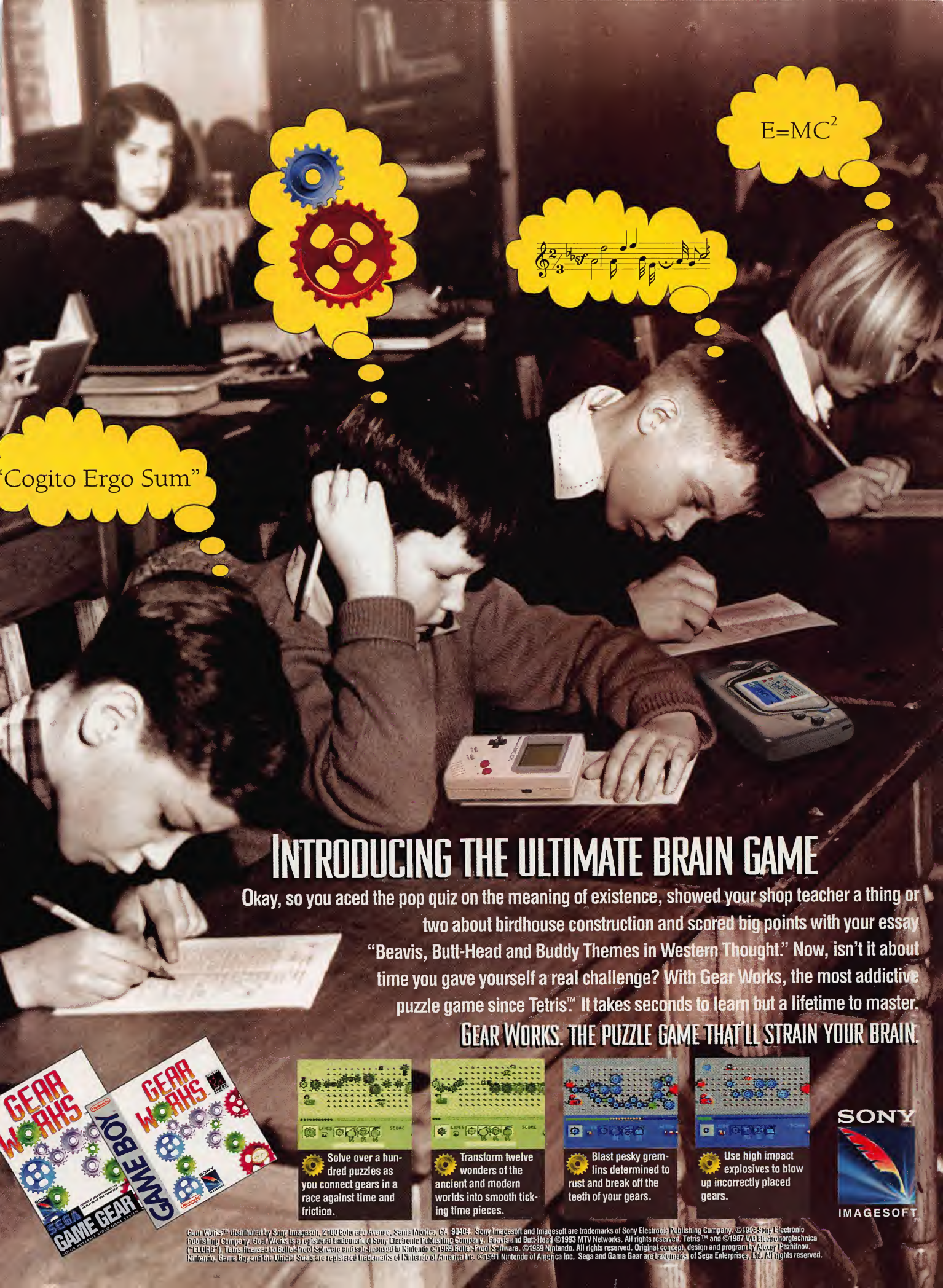
CRUNCHERS



Capcom's latest, and quite possibly most bold, move in the coin-op entertainment market is making its debut now in arcades everywhere. Based on Dungeons and Dragons, which has entertained thousands for some twenty years, D&D Tower of Doom brings authentic role playing into the arcades for the first time. Tower of Doom is not loosely based on the D&D story but true to the official lore with a combination of mythical fantasy, challenge and those unmistakable Capcom quality graphics. This is definitely a first in the arcade genre. Up to 4 players can choose between an elf, fighter, cleric or dwarf and set out to restore peace in the Republic of Darokin. Not only is this a great game featuring Q-Sound and a real time environment, but it actually changes each time you play since the outcome is determined by the players! The only question in my mind is how long you'll have to hang around to beat the game, will there be a password? Or will it be short enough to go through in an hour or so. Either way, this type of game is long overdo and, because it's Capcom, I know it will be perfect. Maybe this game's success will help wake up the home system developers. The RPG market is sorely lacking in the that area as well. We'll bring you more on D&D Tower of Doom in our upcoming, all new Quarter Crunchers, which will feature full reviews with scores. See you at the arcade.

- E. Storm





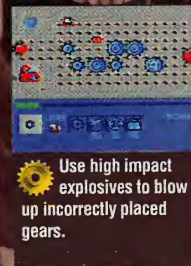
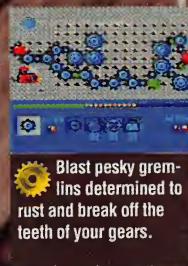
"Cogito Ergo Sum"

$E=MC^2$

INTRODUCING THE ULTIMATE BRAIN GAME

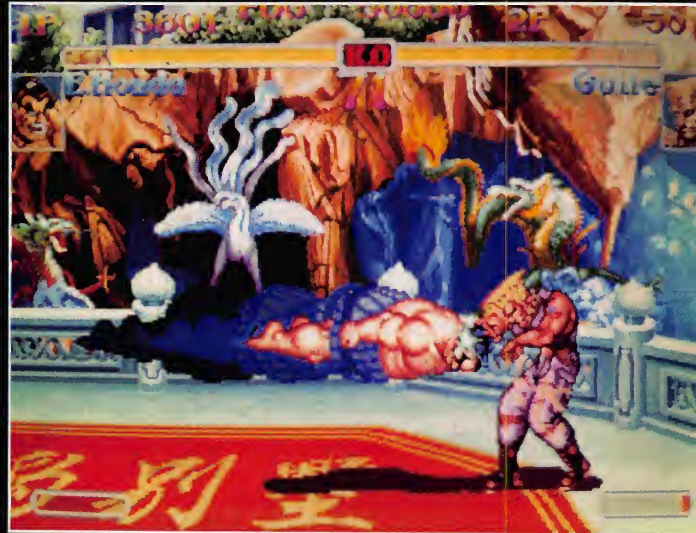
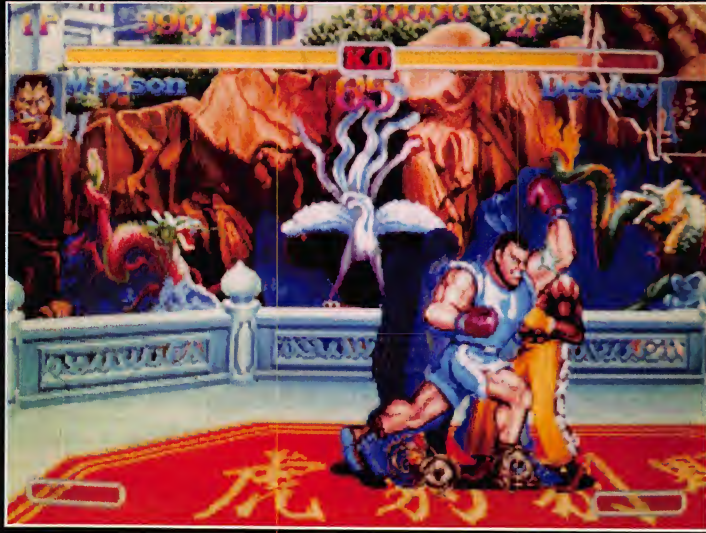
Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris™. It takes seconds to learn but a lifetime to master.

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COMING NEXT ISSUE! **SUPER STREET FIGHTER TURBO**



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BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE



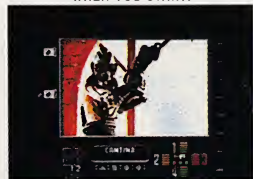
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JAPAN NOW!



Welcome to the post Earthquake issue of Japan Now! It has nothing to do with this article, but everyone is talking about it. I really thought my life was over! I ran outside with a T-shirt and underwear on and everybody pointed their flashlights at me...I was really embarrassed. Since our office has been condemned, I had to work at home. I waited 'til the last minute to get new information from Japan, but there was little. They are still excited about WCES. This is the biggest news in Japan, but we already brought it to you.

Nintendo

First of all, let me start off with next generation game systems. Nintendo has kept silent since the Winter CES systems. Nintendo is a quote that their system can do 4 times more than Sony's PSX and 8 times more than Sega's Saturn. This means Nintendo thinks the Saturn has half the potential of the PSX. What are they smokin'?

Sony

There has been no official announcement from Sony yet, but I've heard their project might be pushed back another month or two. Their first plan was to release the PSX at the same time as Sega's Saturn (November in Japan), but Sony wants to make sure they have software ready for their debut.

Sega

I talked about 2 CPUs for Saturn last month and also that these CPUs won't be parallel processing, but there is a rumor that they are still considering making them parallel or, to add one more 64-bit CPU. Do you remember my exclusive information in the December issue on the first games, The toy box action game and 3D shooter? Not bad, 'eh? All the new systems (except Nintendo's), will most likely be shown at the Tokyo Toy Show this June. They might not be at SCES, so I'll fly to Japan to bring you guys some exclusives. There are 2 projects in the works for Saturn by Game Arts! As you all know, they made the awesome shooter "Silpheed". All I know is that they are working on a shooter and an RPG. The staff at GA is really good at using the full potential of a game system, so just imagine what they can do if they use the full potential of the Saturn and program a shooter. I would say that their game will be the best for that year.

Have you ever played the great RPG for Genesis, Shining Force? Sonic team (the guys who programmed this great game) will have Shining Force 2 and the Game Gear version of Shining Force this year in the US and they are working on the new series of Shining Force on another platform. CD? Or 32-bit?

Arcade

There is an amusement machine show in Japan on 2/22/94 called the AOU show. Let me give you a list of what will be there...



Jaleco: F-1 Super Battle, Best Bout Boxing and Super Striker.
Irem: Best Eleven and Geo Storm.
Sammy: Dyan Gear, Deadly Sport, Twin Eagle 2 and Haou.
Toaplan: Snow Bros. 2.
Tecmo: Tecmo World Cup '94.
Taito: Under Fire, Light Bringer and Ray Force.
Data East: Flying Power Disc and Fighter's History Dynamite.
Namco: Final Lap R, Ridge Racer Full Scale and 3 monitors,

Konami: Nebulas Ray and Tinkle Pit.
Gokujo Parodious, Golf in' Greats, Racing Force and Gradius 4.
Sega: Daytona GP, Star Wars, Hard Dunk, Jurassic Park, Columns 3 and a Soccer Game.
Capcom: Dungeons and Dragons and Super Street Fighter 2X.
SNK: Art of Fighting 2, Soccer Brawl 2, and Top Hunter.
Face: Zupapa.

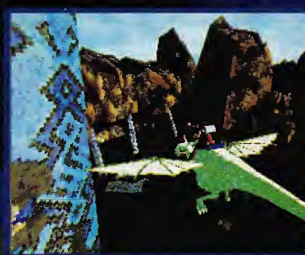
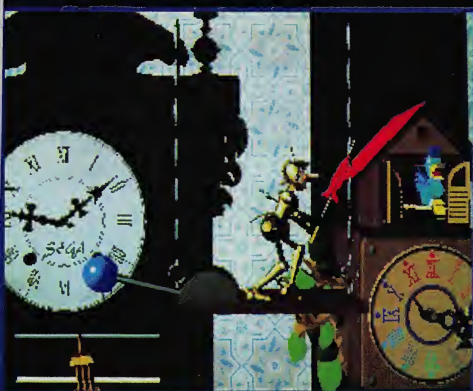
Let me explain some of these games. First of all, the games from Irem will be their last arcade games. They've decided not to release arcade games any more. Konami's Gokujo Parodious is the sequel to Parodious. GameFan readers should know that this is the parody version of Gradius and a super hit on Super Famicom. At WCES, Konami had this game on display for reference. Gradius 4 is still a rumor, but T.J. will find out soon. Sega's Daytona GP is final. The past few shows, they have just shown a video, but at the AOU show you can experience the ultimate racing game. SNK will have a strong title called Top Hunter. I've heard this game is the greatest action game ever for the Neo Geo. Also, Face and Data East will have Zupapa and Fighter's History Dynamite for Neo Geo. Zupapa is a side scroll action game and FH Dynamite is the Hyper version of the now famous arcade fighting game from Data East. Finally, let me tell you what you've all been waiting for. **Super Street Fighter 2 X** is the Japanese official title for the sequel to SSF2. The differences between the original and the current version are the speed, brand new special moves and the Super Combos. What I understand from the press release from Capcom Japan is that you can win a losing game with this one combo. It could have major combos like Art of Fighting. 28 hit combo?! We'll have more information on SSF2 X from the US in Other Stuff, so check it out.

Other information:

Have you noticed that the price of game cartridges is getting higher in Japan? Since most of the companies have been releasing higher memory cartridges which are 12M, 16M, and 24M, the average price for an 8M to 12M cartridge in Japan is 9,800 yen, retail (\$87.00). Now, Square's Final Fantasy 6 is 11,400 yen retail (\$102.00)! Since it is a great game, there are people out there who will pay this amount or even more for the FF series. It seems like consumers are getting hungry and want more things on each title, so game companies must use more memory (expensive RAM) to satisfy them. Since CD-ROM games cost less and hold massive memory, the main format in Japan will be CD-ROM in the near future. So, prices should come down.

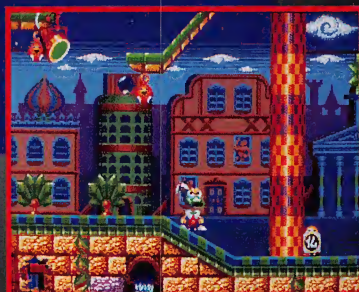
Special K's last minute information!!!

Just look at these actual Saturn screen shots! These are the first in the US! And, like I promised you last issue, Treasure's brand new game; 'Dynamite Headdy'. He can use a bunch of different heads! One can suck in enemies, one can break walls etc...We've got some stuff to show you guys! I'll see you next month...

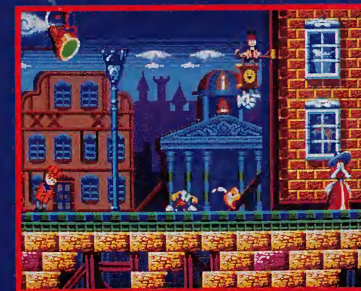
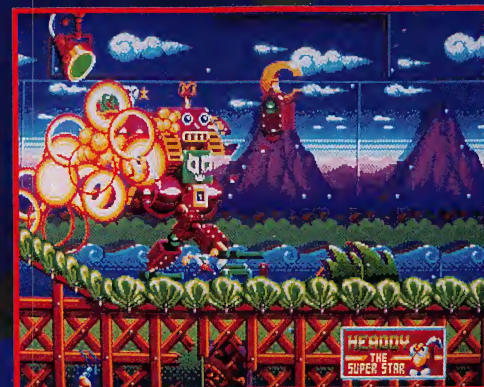


Here's some up to the minute Saturn info that I just received. Sega is planning to sell 2,000,000 Saturn units in the first year of production. The system contains 2 32-bit RISC chips and 7 different processors. So, all together, there are 9 processors. MIPS means Million of Instructions Per Second. Saturn can do 800 MIPS (800 Million Instructions Per Second!). We can not make simple comparisons, but this machine is able to do things like a 64-bit. The Saturn makes use of Synchronized DRAM. This memory was developed

for high performance work stations and this is first time, for this industry, that this memory has been put to use in a home system. The Saturn shots pictured on these pages are actual games but no titles are available at press time.



Treasure is the team who made the first game to use the Mega Drive's full potential, Gunstar Heroes. This is their newest title; Dynamite Headdy (also for the MD). The Story is set in a world where there are no humans, only puppets. Headdy's main weapon is his head. Headdy throws his head at enemies to attack. As you go along, you will find items to exchange for a new head, each head has a different method of attack. We are not sure how many different heads there are, but we will tell you more next month. This month, look at these exclusive screen shots that just arrived from Japan at the last, last minute. To me, puppets means lots of multi-jointed, fully animated characters and, from the looks of these colorful shots, that is just what we are getting. Game of the year...again? Can Treasure repeat? Stay tuned.





Welcome to another great installment of Other Stuff! For starters' Capcom has officially confirmed, that **Super Street Fighter 2 Turbo** "the Ultimate Championship" will be coming to arcades in America everywhere this March. I have managed to get some early info on this SF2 Upgrade and its pretty hot. The opening is different now and there is a new character which who has never been seen before in any other SF2 game. His name is **GOUKI, the younger brother of Shen Long**, the trainer of both Ryu and Ken and he has nothing to do with Bison's Organization. He is the new last boss in SSF2 Turbo and is said to have the same abilities as Ryu and Ken but he is much more Powerful and Skilled. Some of the Many new features are Turbo Speed, just like in SF2 Turbo, New Combos along with New Moves, and the game has been re-balanced 100% so all of the characters are now equal in every way. As far as a debut goes to consumers it will be shown first in So. California this march on the 9th (Wednesday) or the 11th (Friday). Game Fan will be Sponsoring this Historic event and will be there with a bunch of goodies as usual. And Speaking of SF2, the movie is still on schedule for a late fall Debut but as far as we the main character still has not been confirmed. Inside sources say it could be a female lead character. And while were still on the subject of Capcom, **Mega Man** is heading onto the TV airwaves this fall, and is said to have better animation than Batman the animated series. I'll believe it when I see it.

Now for some Sega... Sega's **Saturn** may be coming out in America this Christmas at a price of \$399.95 and the pack in should be **Virtua Fighters**. Around the same time the Cartridge version (the **Jupiter**) should be appearing, which is the cheaper version of the Saturn. It should go for around 200 bucks and also have a pack in. Here's some new DSP info from sources at Sega. Sources say that the DSP in Virtua Racing (which is 16bit co-processor) will be getting souped up to 32 bit for the next generation of DSP games in 95. The first games that should use the new 32bit DSP will be Star Wars which will be based on the 6th movie of the Star Wars films, and is scheduled for a Feb. 95 release. Virtua Fighters will be available in April of 95, most likely. Sega sources also say that development systems for the Saturn will be available to almost all of the 3rd parties by the middle of March and to expect between 10 to 15 titles when the unit is shipped this Christmas. As in lasts month Other Stuff, sources at Sega still say that Sega is considering getting rid of Sonic by the beginning 95 and is rumored to have a new hyper character in the works. Streets of Rage 3 will be coming out on genesis this summer but may not be 24 meg like the Japanese version because of the cost of the cart. Sources say that Streets of rage 3 will be the last installment of the 16bit series and the next version will most likely be on Saturn in 95.

Now for some Nintendo... Nintendo of Japan has officially had over 2 months with there development systems and about 8 other companies have also started games that will be released for the PR system slated for a September 95 release. Four games are said to be in development for Nintendo's 64 bit system launch. Three of the games we know are **Super Mario 5** which is said to have over 300 levels and graphics that are better than computer animation and, is said to have between 50 to 80megs of memory. Zelda 4 is also going well, we hear that it will be like part 2 and part 3 combined with a whole new story and a map said to be over 50 times bigger than the one in part 3. The other title will probably be either F-Zero 2 or Metroid. These games should be released with the system. Since Metroid has just started and F-Zero 2 is only on the drawing board I am pretty sure that Metroid will hit first. By the way, both should be over 100meg and should cost about 59 dollars. As far as the arcade games go, Nintendo of Japan will only do home games so Nintendo of Americas outside developers will be doing all of the arcade games. I still don't know what games will be out when the arcade machine is released in October of this year but my sources say that most of the games will be in 3D environments like Virtua Fighters and Daytona. Nintendo's fall 95 CES line up is said to be the most awesome yet. Four or more new games will be shown there, 1 action game, 2 Super FX games, and one game that is said to be the most incredible looking game ever for the SNES.

Games and Games... One game that Konami is already working on for the **Sony PSX** is **Gradius**; sources that saw the game say that everything in the game looked incredible and the backgrounds had to be seen to be believed. Gradius is going to be out in the arcade first, the arcade game will use the Sony hardware so you know the home version will be exact. In other Konami News, **Batman the Animated series** is about 50% complete for the SNES and the format will be like the game boy version, Act/Adv. The game is scheduled for an Oct. release and will be 16meg, not 24. On its way to the Sega CD from Konami is Lethal Enforcers 2 this Christmas, in this version expect more blood and carnage along with all the other good stuff. **Annamaniacs** is on its way to Genesis and SNES, both of these games will be Action like Tiny Toons for Genesis and will be 16meg. The last Konami game that is about 20% complete is Contra 4. In this version there will be 4 characters to pick from and over 20 different weapons. This game is coming out on Genesis only and will be about 16meg with a Fall 94 release.

More Arcade News... **NBA JAM Tournament Edition** should be at local arcade by the time you read this. In this version there are hidden characters, one is said to be Raiden from MK, there are about 3 times as many hidden things in this version compared to the first. The SNES and Genesis versions will be out in March of 95 and both should be about 24meg. We couldn't leave MK2 out. **MK2 the 3.0 version** will be out by the time you read this and Midway says this is the last upgrade with all of the final changes. The 3rd character is in this version. To get to him win 50 games and he will suddenly appear to fight you. There are 2 hidden characters you can control with Shang Tsung, they should be Kitaro and Kano. We hear that Kitaro might be one of Shang Tsungs new fatalities, not a controllable character. Well that's all the other stuff for this issue. Next issue I will have some news that might change the industry forever. You know where you'll read it first, only in Next Months Game Fan.

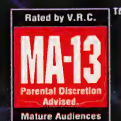
Last minute information... We have just learned that **Sega** will not be at the June CES in Chicago. The show was pushed back to the end of June which coincides with Sega's Dealer show in Boca Raton, Florida. Game Fan will make the trip to Florida to bring you coverage of this exclusive Sega show. Could the current CES structure be in distress? In Japan the shows are all separated, could the same type of system be in our future? We have also just received information on the 32 bit, **CD ROM/TXE** Multisystem from Taiwan's MSU Co.. We'll have the complete story along with screen shots next month. **Top Hunter** shots have also just arrived but we have to go to press! It looks amazing, see it here next month.

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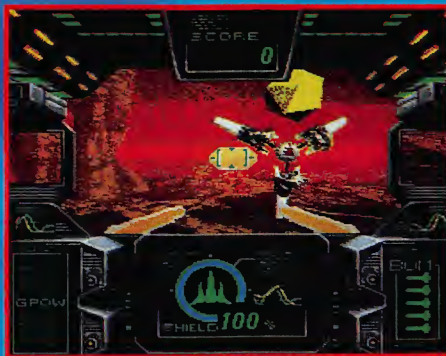
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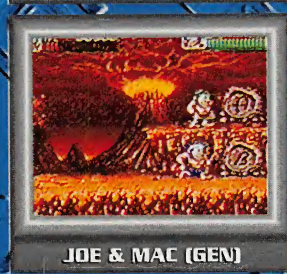
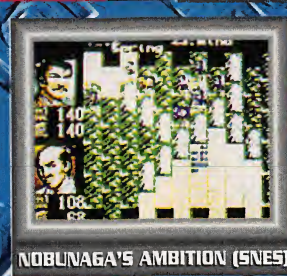
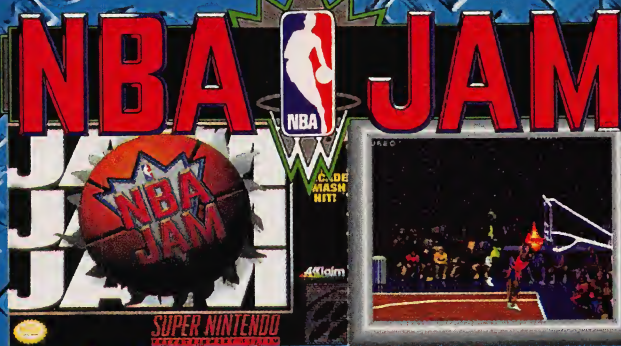
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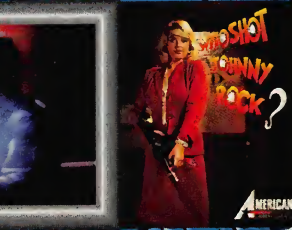
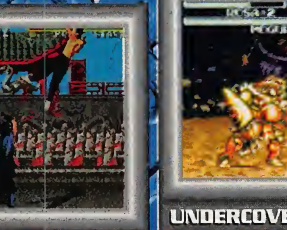
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